6 GREAT COMPS

Nintendo®

MAGAZINE SYSTEM

DECEMBER '96
ISSUE #45

Game Reviews
Film Previews
Playguides
Competitions
Internet
Tips & Cheats
Your Views
Skull Poster
Readers' Art

IT'S PARTY TIME!

What's Up?!
Born to Shop
Anime Action

What a heap of stuff!

(NZ$6.95 incl. GST)
PRINT POST APPROVED
PP255003/00941

45
9 315076 000009

$4.95

4 **UP FRONT**
It's Party Time down at the ol' ranch. Peep into the broom cupboard for a glimpse of party spirit.

NINTENDO NEWS NETWORK 6
Go on! Tell us the News then.

WAVE RACE 64 20
Getta loada this! A look at the water wonder that'll take the world by spray!

PRINCE OF PERSIA 2 22
Watch out Aladdin! This guy's after the princess too.

24 **DONALD IN MAUI MALLARD**
The quack's back with a mac in his sack.

40 **WAVE RACE**
Go on – Get your hands wet.

37 **TOY BOY**
The Game Boy's gone through some strange changes over the years, but it's still going strong!

44 **TETRIS ATTACK**
Hand Held, Fingers Swelled, Best game series in the weld!

54 **ANIME ACTION**
3 more compos! How do we do it?

Competitions!

NUN THE WISER 60
She's been at the tips again! Let the Nun be your guide and mentor.

56 **MAILBAG**
Your finger marks make Les very happy.

64 **SWAP & SELL**
Write in and get changed.

SKULL'S GRAVEYARD 58
After dark in the darkest place.

Nintendo MAGAZINE SYSTEM

Competition!

8 WINNERS!
Compo prizes for the fortunate few.

14 BORN TO SHOP!
Don't just sit there, buy somethin'!

SUPER MARIO 64 26
More from our guide to the greatest plumbing game of all time.

KIRBY'S BLOCKBALL 42
Do you suspect Kirby's challenging Mario for most games played?

46 BASEBALL
It's Mario against the rest.

Competition!

WHAT'S UP? 10
Drivin' Miss Daisy Crazy! ...and you can win a real pinball machine or one of 5 BoosterBoys.

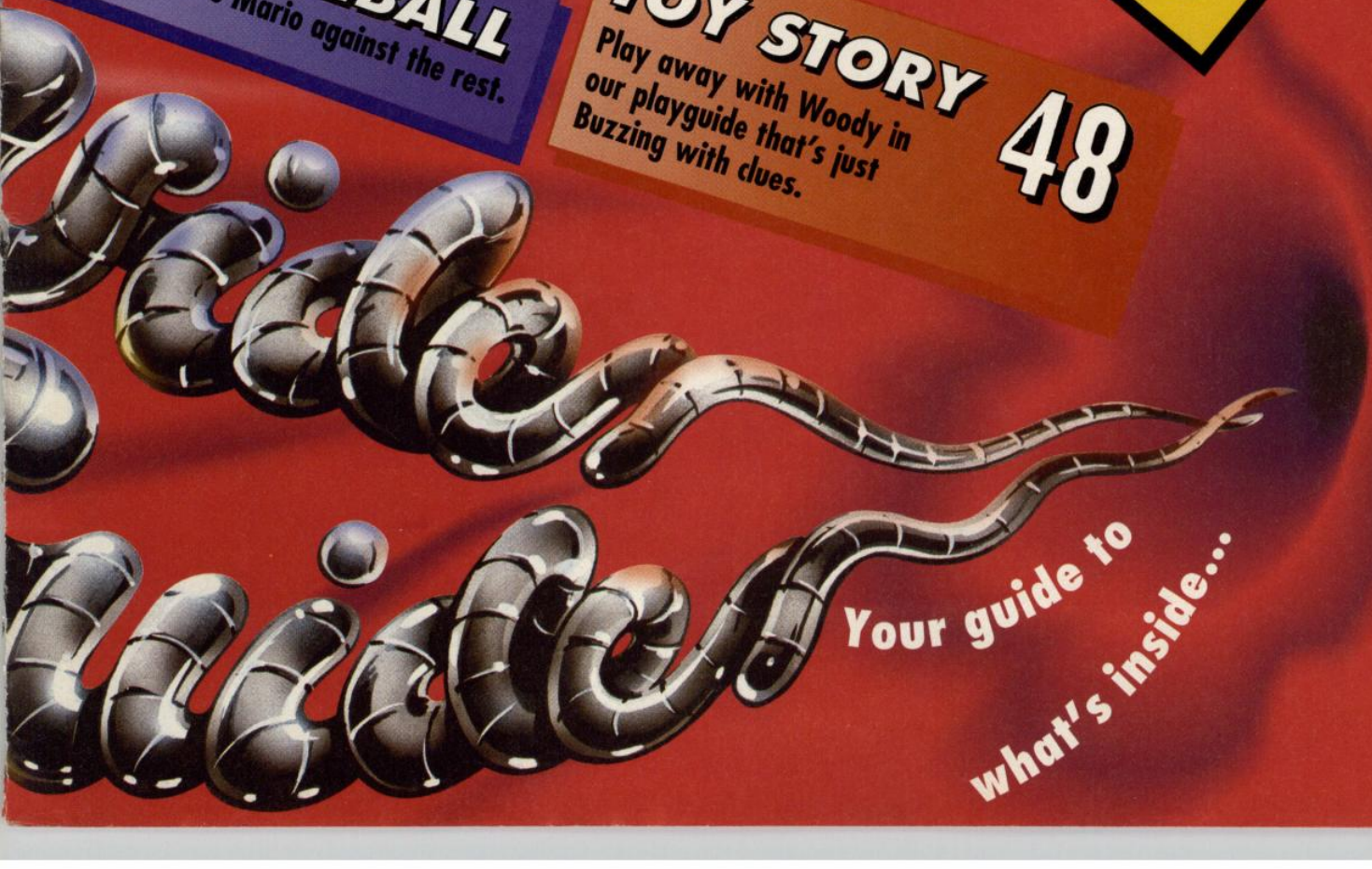
Competition!

SPIDER'S WEB 12
Seasonal spirits are the main concerns of the spider.

Competition!

LIGHTS! CAMERA! ACTION! 16
Dragonheart and the new Star Trek get the film fanatics' treatment PLUS 2 great winning chances.

TOY STORY 48
Play away with Woody in our playguide that's just Buzzing with clues.



Your guide to what's inside...

Take Cover! It's Party Time!

Best of

So what do the seasoned hacks at NMS think about 1996?

It's coming close to that time of year again that turkeys fear most, and we've been celebrating a little bit ourselves too. I've just sneaked out of the office party to write the last editorial for '96. We've been sitting round the photocopy room swapping jokes and exchanging exaggerated stories of the year's activities. Will's taken Lou's car keys off her 'cos she's not safe to drive home. Nothing new there then. Les, of course, missed the point of the whole deal. Well, do YOU know anybody who goes to a Christmas party in a pink bunny suit, handing out easter Eggs?

Steve stayed for two glasses of Pepsi Max then left for a 'hot date', but we know the real story. His mum phoned me earlier, asking if he could be let out early to write his letter to Father Christmas!

Enzo and Will further corrupted the proceedings by teaching everyone their version of five card stud. Enzo's already raised $250 in IOU's and matchsticks towards his new surf board. Alan'll have to take up paper rounds before work to pay it all off! Lou and I held a Wave Race 64 tournament, whilst quietly draining the entire supply of tins. Needless to say the cornering got progressively worse, but at least I didn't have to listen to the Publisher ranting on about sales figures and projected revenue targets.

up front...

Happy Birthday to us!

Well, it's been twelve months since we took on this great mag and '96 has been quite a year for all things Nintendo. At the start we were treated to Diddy's Kong Quest from Rare, the sequel to Donkey Kong Country and possibly the best SNES platform game ever created. EA also impressed the gang with initials like FIFA, NBA and the excellent NHL '96, while Ocean continued to deliver the goods à la Worms, and the people at Squaresoft have kept the role players happy with Breath of Fire 2. Then Nintendo finally played their trump card and released the N64 in Japan and the States along with Super Mario 64, and the future of gaming was on display for all to see. Global marketing seems to have forgotten us down under but we've all been making plenty of noise and March 1st ain't so far away.

We gave Enzo the camera and said "Take us some good pictures of the party Enzo". We didn't say "Get steamin' and take some crap pictures of the party", but that's what he did!

the best...

STEVE
TOP GAME Super Mario 64
TOP TUNE Anything by Celine Dion
TOP FILM Mission Impossible
TOP XMAS PREZZIE A Tamiya pit-stop set

LOU
TOP GAME Super Mario 64
TOP TUNE Common People - Pulp
TOP FILM Star Trek Generations
TOP XMAS PREZZIE A new head-rest for the car – my dog Worf ate the last one!

ENZO
TOP GAME OF '96 PilotWings 64
TOP TUNE Born Slippy – Underworld
TOP FILM Ghost in the Shell
TOP XMAS PREZZIE B.Orchid in that green suit, you know, the one with the bit at the back which goes right up... (Yeah, yeah we get the picture!)

LES
TOP GAME OF '96 Marbles
TOP TUNE Hey diddle-diddle
TOP FILM Babe
TOP XMAS PREZZIE A Llama I can trust

WILL
TOP GAME OF '96 NHL '96
TOP TUNE Gangsta's Paradise – Coolio
TOP FILM Twelve Monkeys
TOP XMAS PREZZIE An N64! (What else?)

SKULL
TOP GAME OF '96 Super Mario 64
TOP TUNE Crossroads - Bone Thugs-N-Harmony
TOP FILM Anything with a blank cover
TOP XMAS PREZZIE A body (Anyone'll do!)

ALAN
TOP GAME OF '96 Diddy's Kong Quest
TOP TUNE Roll with it - Oasis
TOP FILM Braveheart
TOP XMAS PREZZIE A pay rise, please!

NINTENDO PEOPLE SYSTEM

Publisher
John Fletcher

Editor
Willy Adam

Staff Writers/Contributors
Will Robinson, Louise Lawler, Steve Orange, Alan Beard, Firenzo Matricardi, Jeremy Duns, Rum Charles

Designer
Natalie MacKenzie-Ross, Sue Clark

Reprographics
John Marley, Harry Makings, John Oliver

Administration
Becky Hornsby, Shelley McCarthy

Advertising Sales
Jo Fletcher
PO Box 14225, Melbourne
MC Victoria 8001
Tel: 03 9399 2979

Distribution
NDD, Sydney, NSW 2015.

Nintendo Magazine System
is published by Catalyst Publishing, Level 28, Rialto 525 Collins Street, Melbourne, VIC 3000.

Subscriptions are available for $54.45 for 12 issues (AUS$60 for New Zealand readers). Send a cheque or money order made out to Nintendo Magazine System to: NMS Subscriptions, NDD, PO Box 199, Alexandria NSW 2015. Or you can call (02) 353 0751 and order by credit card. Please allow four weeks for delivery.

© 1996 Nintendo Co., Ltd.
Catalyst Publishing
All Rights Reserved.

Nintendo Co., Ltd. are the owners of the copyright in certain of the characters, artwork, logos, scripts, trademarks and representations used in this publication.

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NINTENDO ENTERTAINMENT SYSTEM, VIRTUAL BOY, VB, NINTENDO 64, N64, SUPER NES, and SUPER NES SUPER SCOPE are trademarks of Nintendo Co., Ltd.

THANKS ARE DUE TO:

Rachelle Connor at Nintendo HQ; Janine Allis at UIP; Naomi Sakaguchi in Japan for sending us the N64 stuff; Simon & Justin on the Hotline; Jo Bartlett from Titus; Tim Anderson at Madman Entertainment and Jonathan Alley at Siren for the anime vids; Ray Cross at Computerplay for the Pinball machine and the Booster Boys; Jeremy for checking out the New York scene for us.

COMPETITION
TERMS AND CONDITIONS OF ENTRY

Competitions in this magazine are promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 27th December. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.

Daniel Jones!

NINTENDO NEWS NETWORK

NOA PROMISE MORE N64s

The people at Nintendo America have yet again upped their N64 sales estimate after acquiring another 450,000 of the consoles. Nearly 400,000 units have already been sold since its release in the States at the end of September, and our sources tell us that a staggering 1.5 million machines could be sold by the end of this year! The initial shipment sold out almost immediately, although we understand that a few consoles are still being found in shops Stateside for about $30 more than the normal price.

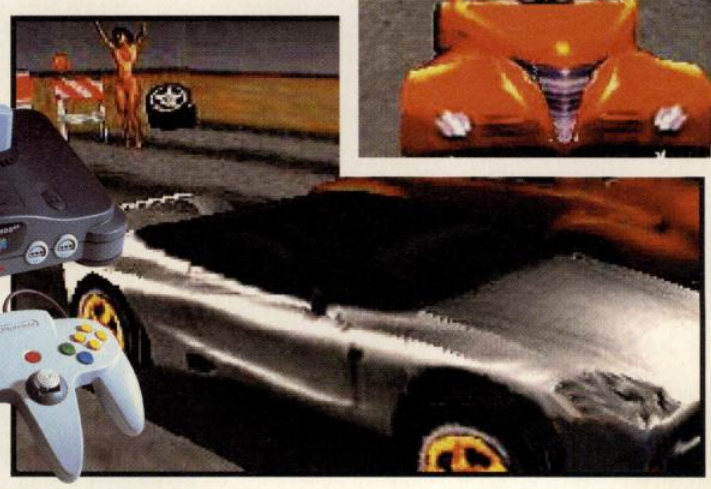
Nintendo have also done a deal with Blockbuster Video in America. To give everyone a chance to get some hands-on playing, a console and one game (either Mario 64 or PilotWings 64) can be rented for US$16.99 for the night.

If there's still anyone who hasn't heard yet (and we still get letters asking), the N64 is due for release in Europe and Australia on March 1st 1997. Softening the blow of this late arrival, Nintendo hope to have several games ready for release at that time.

CRUIS'N USA

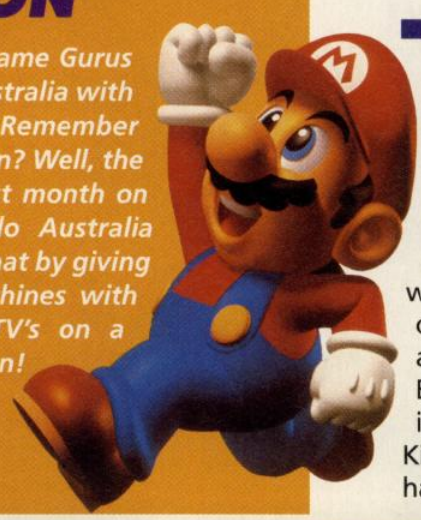
THE KNIVES ARE OUT!

We have heard that the arcade version of Cruis'n USA will be censored when it appears on the N64. The arcade game includes a scene with Bill and Hilary Clinton sharing a bath with friends, and some race scenes involving driving over some cute animals. We understand that both of these are being removed from the N64 version for reasons of 'taste'. Although the original scenes were intended as humourous diversions, the fear is that they'll offend some groups and have consequently been removed.



GRAND DIG PHONE COMPETITION

The gang at NMS and the Game Gurus aren't the only people in Australia with an N64 at the moment. Remember Mario's Million Dollar Mission? Well, the Grand Dig was held late last month on Channel Ten, and Nintendo Australia really pulled one out of the hat by giving away the first 10 N64 machines with games and multi-system TV's on a 1900 phone competition! Jeez... some people have all the luck, don't they?



-DARK-RIFT-64

Another rumour round here is that Vic Tokai's **Dark Rift** may become one of the first fighting titles available on the N64. Dark Rift is another beat 'em up which uses motion-capture techniques to produce 3D polygon animation, and features various gravity levels and projectile fighting. Vic Tokai said that the game will have a variety of stand-out features such as get-up combos, chain combos, combo breakers, abundant areas, and individual soundtracks for each contestant. But Dark Rift will have to have exceptional gameplay if it's to capture gamers' love for the competition such as Killer Instinct Gold and the Mortal Kombat Trilogy. We'll have to wait and see how it all pans out, won't we?

FIRST SCREENING NEWS

ROBOTECH CRYSTAL DREAMS

Last month we gave you a sneaky preview of Gametek's N64 blaster ***Robotech - Crystal Dreams***. This time we've got hold of some pics of the hardware in the game, so you'll know what to expect when a craft lands in your back yard and a robot jumps out!

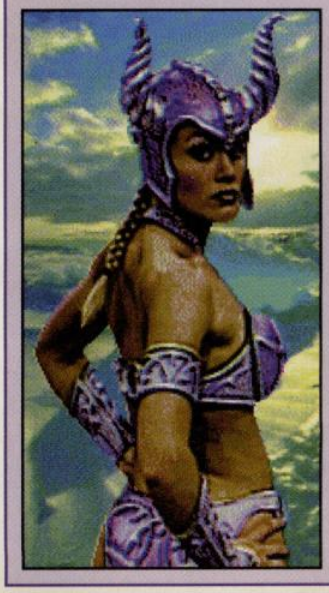
ULTRA COMBAT

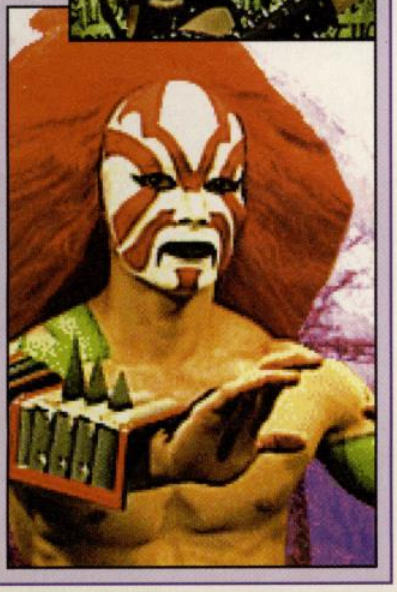
GT Interactive have been developing a 4-player monster called ***Ultra Combat***.

These screens give a taste of the firepower to come, and it looks pretty awesome to us.

WILLIAMS WAR GODS

Another game we reported on last month was Williams's ***War Gods***. Once again we've got a taster of some of the characters who'll appear in this mean-looking beat 'em up, due for release in the new year.





FREAK BOY

Virgin's planned N64 title, ***Freak Boy***, is a vast and complex affair in which there are both brain teasers to solve and a huge landscape to explore.

We promised some screens, so here they are. Freaky enough for you?

Coming next month

January issue on sale 19th December.

EXCLUSIVE!
Interview with IGUANA ENTERTAINMENT – developers of the dazzling N64 title Turok: Dinosaur Hunter

PLUS
Part One of a brand new playguide for DONKEY KONG LAND 2.

Continuing our guides to SM64 and PW64

First peek at StreetFighter 2 Alpha from Capcom

NMS. Looking to the future.

Nintendo® MAGAZINE SYSTEM

EVERYONE'S A WINNER!

(well, almost)

Here are the winners of our competitions from Issue 43.

HOWLIN' SKULLS

The following five people have bagged themselves a glow-in-the-dark Howlin' Skull. The answers were: 1a, 2b, 3b.

Chris Hayson, Melbourne, Vic. Nicum Pincombe, Coffs Harbour, NSW. Blake Davisdon, Brisbane, Qld. Tim Kelly, Somerville, Vic. William Castley, Temora, NSW.

SECRET OF EVERMORE

A total of 25 (yes, 25!) people should have got their free copy of Secret of Evermore for the SNES by now courtesy of Nintendo. The answers were: 1b, 2c, 3a.

Kenneth Fenn, Lockwood, Vic. Jason Ives, Perth, WA. Brendan Murrel, Port Lincoln, SA. Allan Chau, Sydney, NSW. Daniel Meffan, Mudgeeraba, Qld. Luke Meakin, Cairns, Qld. Andrew Radich, Gold Coast, Qld. Dan Hewson, Lonsdale, SA. Christopher Wake, Darwin, NT. Gary Oliver, Darlington Point, NSW. Jon Douglas, Geraldton, WA. Oliver Tribe, Brisbane, Qld. Richard Dixon, Toowoomba, Qld. Aaron Nayler, Brisbane, Qld. Adam Lee, Castle Cove, NSW. Pelo Tarling, Buderim, Qld. Sam Parvar, Adelaide, SA. Damien Cramp, Logan City, Qld. Andrew Woodyard, Sunbury, Vic. Matthew Koott, Sydney, NSW. Andrew Mates, Adelaide, SA. Danny Medica, Melbourne, Vic. Joseph Nguyen, Greenacre, NSW. Ben Teakle, Adelaide, SA. Mark Gallagher, Carlingford, NSW.

THE PHANTOM

These five oh-so-lucky guys have won a mysterious Phantom goodie bag. Just so you know, it included a Phantom cap, a mouse mat, a ring and a mask. The answers were: 1b, 2a, 3a.

Jon Douglas, Geraldton, WA. Peter Huynh, Melbourne, Vic. Harvey O'Sullivan, Wingello, NSW. Marc Raaz, Brisbane, Qld. Brendan Kavanagh, Townsville, Qld.

What's Up?!

In this month's What's Up?! we bring you news of an ace venture to make sure we're all a bit safer on the roads (are you paying attention Lou?). But we kick off with some fantastic additions to any gamer's life – an excellent home pinball machine and a magic box for your Game Boy.

PINBALL WIZARD!

Are you fed up of your dad moaning on at you about 'video games nowadays'? Does he never stop banging on about how he used to go down the arcade and play those pinball machines? Maybe it's your big brother, or maybe you yourself can remember what the world was like before a certain chubby plumber came into our lives. If so, and you miss the excitement of a real pinball machine, but don't have the time or inclination to travel all the way to a dusty arcade, then maybe Saitek Pinball is what you need. It's got all the features you'd expect to find on a classic pinball machine. The dazzling lights, stereo sound effects, and high-score memory functions are there as well as the usual spinning bumpers, flippers, bull's eye targets, and tilt. And it's all to play in your own home, whenever you like! Retailing at around $600, Saitek Pinball is the ultimate in home entertainment, appealing to the whole family. It's available to buy now but you can win one in our wizard competition!

WHAT A BOOST!

With the global popularity of the Game Boy, it's hardly surprising that a healthy market for Game Boy accessories has sprung up. As you'll see from our article about the hand-held machine on page 37, BoosterBoy is the latest top idea in a long line of gadgets to be released on a Game Boy-manic public. It's a shell that you slot your Game Boy into, giving a host of features to enhance your gameplay. There are larger speakers to amplify the sound effects and music in super stereo, compartments which can hold earphones and 2 game cartridges, and a high performance joystick for quick action multi-directional control. Just what you need for those tricky Mario moments! But perhaps the most useful feature of the BoosterBoy is its built-in magnifying glass, which comes with a powerful light to illuminate the LCD. Simply unfold the arm and position the magnifying glass and light over your game. Hey presto! Your favourite games are larger than life and can be played whatever the light conditions. No more hiding under the covers with a torch!

COMPLETE IN 25 WORDS OR LESS

MY LIFE WOULD BE EMPTY WITHOUT ALL THIS GREAT GEAR BECAUSE...

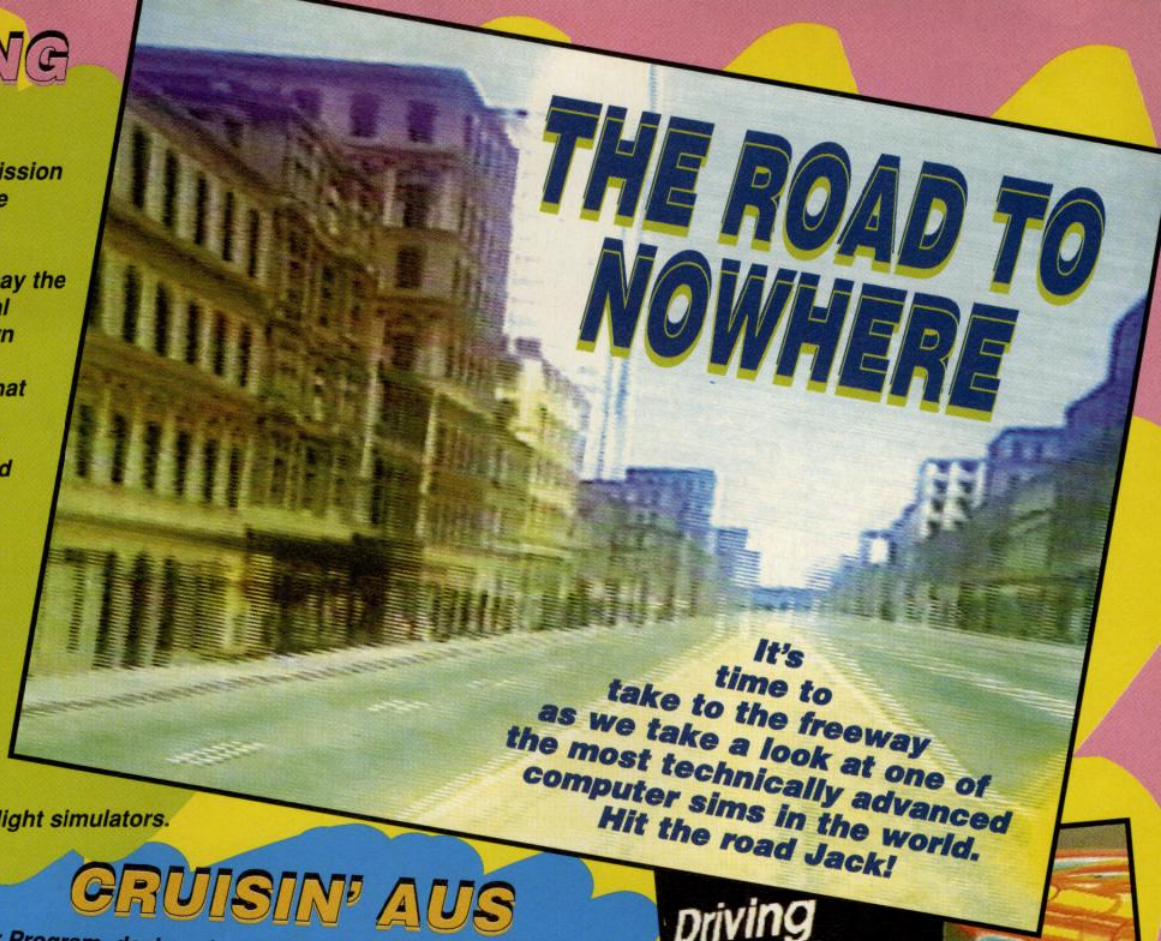
NAME _____ **AGE** _____

ADDRESS _____

TOWN/CITY _____ **STATE** _____ **POSTCODE** _____

SEND YOUR ENTRIES TO: PINBALL COMPETITION, NMS, PO BOX 14225, MELBOURNE, MC VICTORIA 8001.

THE ROAD TO NOWHERE



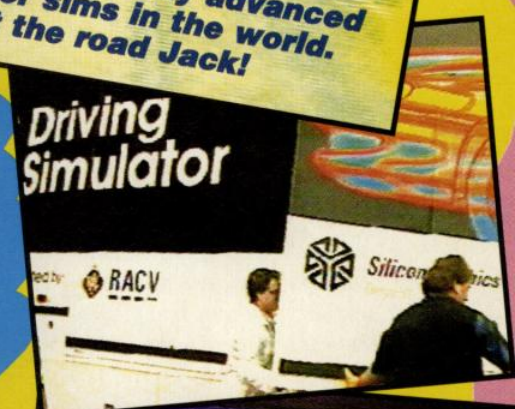
It's time to take to the freeway as we take a look at one of the most technically advanced computer sims in the world. Hit the road Jack!

A SOBERING THOUGHT

The Transport Accident Commission (TAC) has been looking into the number of road accidents that involve young drivers, and the results are pretty alarming to say the least. This all-Australian 'virtual reality' project aims to cut down those numbers. The research carried out in Victoria shows that in the first year of obtaining a licence, young drivers are four times more likely to be involved in a serious or even fatal road accident. While drivers in the 18-21 age group only make up 8% of the driving population, they account for over 20% of fatalities and serious injuries on the roads. It's not certain whether this is down to inexperience, impatience or just over-confidence, but the TAC's new project aims to find out, by using the same graphics system as high-end flight simulators.

CRUISIN' AUS

The Driving Simulator Program, designed and built in Australia, is a brand new development in road safety that gives the user a totally realistic environment to drive in by using the latest advances in computer graphics. The simulator teams have created a completely interactive driving program which features texture-mapped landscapes for added detail and a real-time 3D viewpoint. To make things even more real, there's even an actual car to sit in, which is suspended on a motion platform in a big truck to give the driver the feeling of different road surfaces. So when you charge over those pot holes in the road, you'll know all about it! Surrounding the car are four large screens, so you'll even be able to see in the rear view mirror!



SO REAL IT HURTS!

The program's described as a 'mid-range' system, which means that it bridges the gap between high fidelity flight simulators and the graphics which make up normal video games. At the moment, the TAC are using two units to conduct research, one being based at the Monash University Accident Centre and another which will be touring schools and community centres. The $2.5 million system is the first interactive driving sim of its kind and as well as providing the driver with realistic views, other aspects like weather conditions and the amount of traffic can also be altered. So fledgling drivers can now practice in harsh conditions without ever venturing outside.

NOW YOU'RE DRIVING WITH POWER!

The system has the power of 1000 home computers, so it should be more realistic than the real thing! As well as helping drivers practice their skills, the system will help the TAC in their research as each driver's performance can be monitored, helping the team to spot common problems. 2000 young drivers will be asked to participate in the program and the unit will be visiting centres all around Victoria. The system looks great fun to use and hopefully it'll help the authorities cut down on the accidents involving inexperienced road users at the same time.

WIN! WIN! WIN!

Both the BoosterBoy and Saitek Pinball are distributed in Australia by Computerplay and they've given us a Home Pinball Machine to give away! All you have to do to stand a chance of winning this excellent prize is tell us, in twenty-five words or less, why your life would be empty without this fantastic gear in your home. We'll choose the cleverest, wittiest entry that arrives before Friday 27th December and that person'll get the pinball machine. Don't worry if you don't quite make the grade though. We've also got 5 BoosterBoys to offer as runners up prizes. Put your slogan on the form opposite and fill in all your address details too. Then send it in the address shown.

SPIDER's web

catalyst@popmail.dircon.co.uk

In our endless quest to keep ahead of the game, at the cutting edge and on the front line – we bring you Spider's seasonal stuff! Yes, you guessed it. We've broken all bounds of originality and chosen 'Christmas holidays and all things partyish and celebratory' as our topic for this month. All together now: "Rudolf the red nosed reindeer..."

If you've ever taken a look at what the world wide web has on show around Christmas time, you'll realise that it's one of the busiest times of the year for new sites to pop up. Everyone, from Santa down to the lowliest elf, seems to have their own page and there are more appearing every day. Many of these sites stay on the net year in and year out with updates being added every now and then, while some of the more topical and up-to-date sites won't appear until a few days before Christmas. The trouble with trying to assess these pages is that at the time we go to press there's still some time to go before the big day itself so bear with me if I've missed out some of your fave sites. they might not have existed when I took a look! To compensate though, I've also included some other sites with a general party atmosphere and some things to keep you occupied over the holidays.

SEASON'S GREETINGS

Christmas.com is a pretty representative Xmas page that has a good range of funny and informative stuff and it's at **http://christmas.com/**. Want to learn how to say 'Merry Christmas' in 33 languages? Look no further. Want to download a postcard from the bearded one himself? It's right here. One area you've just got to check out is Santa's Cyber Sleigh page. All the latest specs and designs for the MH-2600 Cyber-Sleigh are here as well as a couple of pics of the 'candy apple red' beast. Most entertaining and you can even email the designers and engineers of the sleigh some of your own ideas.

You can get a second by second countdown to pressie time here too if you want, as well as learn the lyrics to all your favourite carols (well, maybe not). Like many of the seasonal sites you'll come across, there's an 'email Santa' option here as well so get your requests in quick! (I hope he's got plenty of N64s in stock this year!) As well as all this, there's a links location under the title of 'Santa's Personal Hotlist', a calendar of Christmas events, and a link to Shops.net in case you've not finished your present buying yet.

EAT DRINK AND BE MERRY

As well as all the usual piles of 'the story of Christmas' pages and the 'only XX shopping days til Christmas' sites there are heaps of foody pages too. Well, what's Xmas all about if it's not eating, drinking and opening pressies? What? It's religious? Nah! Anyway, if you too are aiming to get really fat this year then check out Christmas! Christmas! Christmas! You'll find it by logging on to **http://www.night.net/christmas/** then choosing the 'Feasting for the Christmas Season' link. Although this has a fairly US bias, calories are calories anywhere in the world so download all the cookie recipes and turkey roasting tips that your modem can handle and eat your fill!

Another nice foody site is Christmas Recipes and the address is **http://holiday.ritech.com/christmas/recipe.html**. Lots more recipes here too, but no mouth-watering looking piccies unfortunately! Some of the more unusual items here include gingerbread Christmas tree ornaments, M&M chocolate chews and a hot cranberry punch (it's non-alcoholic though I'm afraid!).

FIGHT FOR YOUR RIGHT TO PARTY!

Julee and Jessica's party page is found at **http://members.tripod.com/~Julee Hernandez/party.html** and they're on-line to give you tips and ideas for hosting your own parties. Whether you want to go for a traditional Xmas/New Year bash or a themed party (Wild West, for instance), Julee and Jessica are on hand to give you all the recipe ideas, gift suggestions for your guests and games to play during the big event. They'll usually suggest an age range for each get-together so you can get an idea whether the 'Backyard Beach Party' is for you or not.

They also have a Christmas link (**http://free.websight.com/Hernandez2/**) where you can get to a great site that'll let you email a Xmas/birthday/'hello how are you' card to an online friend. You can also send a GIFt to someone too. I chose a candy cane to email to a mate who promptly received a GIF (a type of graphic file) of said candy cane which brightened up his day for at least 8 seconds. The choice of GIF may be limited but, hey, it's the thought that counts! Julee and Jessica's Xmas bit isn't quite as visually appealing as their party page but it serves its purpose pretty well. They've put a few crosswords and word searches on here to keep you occupied as well. If that doesn't satisfy your desire for the Christmas spirit then you can always download some Christmas carol music and sing along with the lyrics you picked up at our first site!

BORED!

The Things to Do When You're Bored page is one of those mad and utterly pointless sites that the net was just made for. It lists loads of excellent, if bizarre, ways of killing time and was assembled by Dylan Owens who's a 15 year old Hawaii resident. It's perfect for brightening up those Xmas breaks where all you do is sit round talking to old aunties about how you were 'this big' last time they saw you.

Each task is rated in minutes of amusement potential and put into one of three categories: things to do with absolutely nothing, things to do with very little, and things to do with another person.

You'll find it at **http://www.pixi.com/~owens/bored/bored.html** and here are a couple of the more entertaining suggestions.

In the 'things you can do with absolutely nothing' category is 'Try not to think about polar bears' which has an amusement potential rating of one to five minutes. This, apparently is especially hard because by trying too much you end up remembering what you were trying to avoid thinking of in the first place!

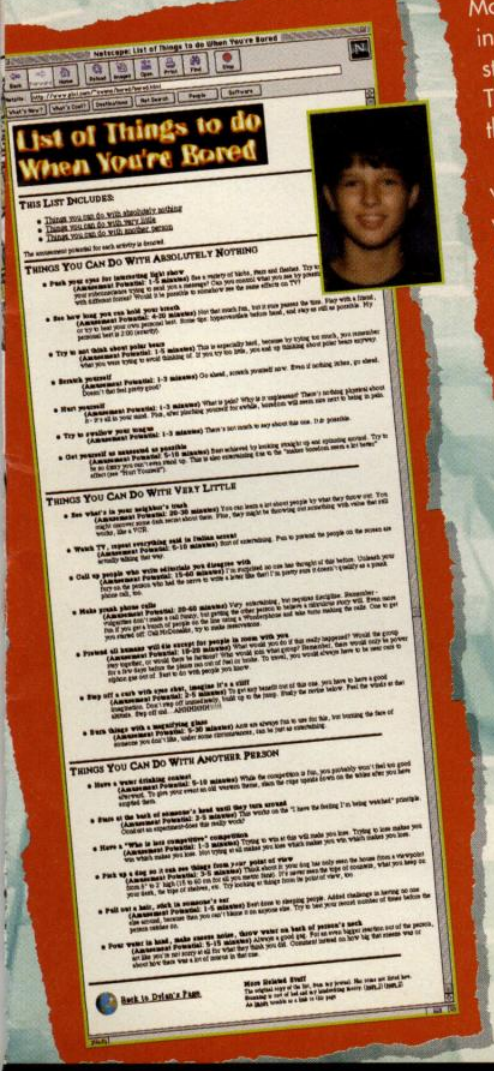
The most entertaining one in the 'things you can do with another person' category is this entry. Pour water in your hand, make a sneezing noise then throw the water at the back of someone's head. With an amusement potential of up to 15 minutes this one never fails by all accounts! Well, it worked on the editor anyway!

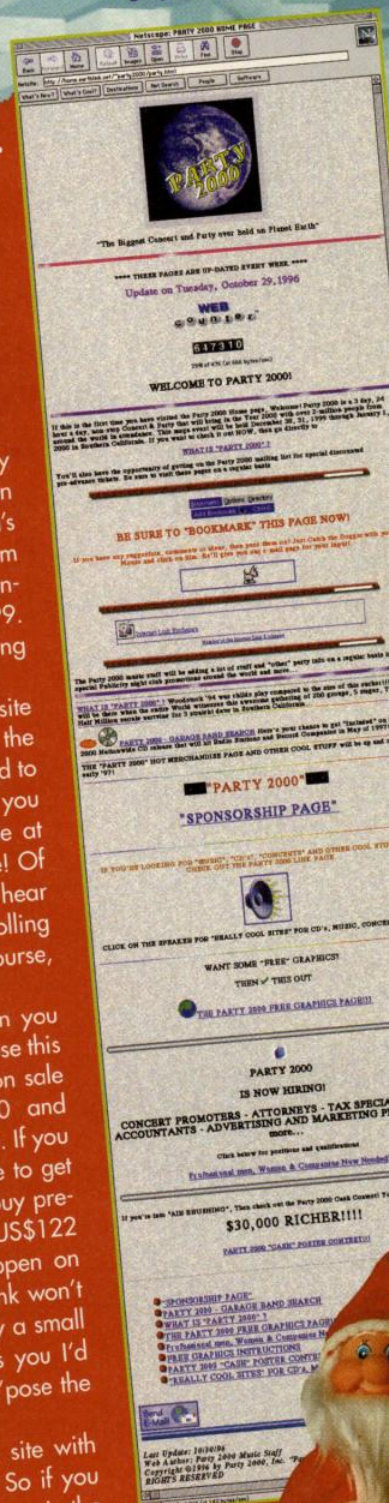
coming soon

As we brace ourselves for another new year, we'll be looking to the future in next month's SPIDER's web. The latest and greatest sites in the world of technology, science and all things futuristic. So check out tomorrow's world today (well, next month).

site of the month

http://home.earthlink.net/~party2000/party.html


List of Things to do When You're Bored
THIS LIST INCLUDES:
THINGS YOU CAN DO WITH ABSOLUTELY NOTHING
THINGS YOU CAN DO WITH VERY LITTLE
THINGS YOU CAN DO WITH ANOTHER PERSON


PARTY 2000
"The Biggest Concert and Party ever held on Planet Earth"
Update on Tuesday, October 29, 1996
WELCOME TO PARTY 2000!
BE SURE TO "BOOKMARK" THIS PAGE NOW!
"PARTY 2000"
"SPONSORSHIP PAGE"
PARTY 2000
IS NOW HIRING!
$30,000 RICHER!!!!

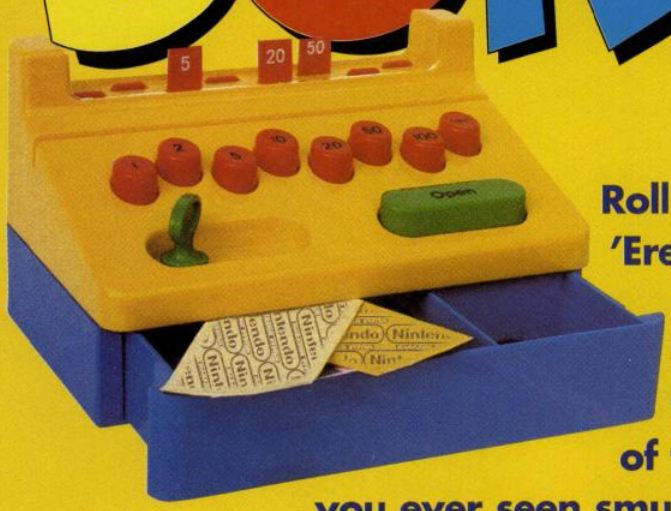
Where will you be on New Year's Eve 1999? If you're anybody at all (or if you're dead rich) you'll be one of over 2 million other people at a six mile square area in southern California's Mojave desert. Organised to welcome in the new millennium in style, Party 2000 will be a three day, 24 hours a day, non-stop concert and party due to start on December 30th 1999. The Party 2000 Home Page is the web site that's preparing the planet for this massive event.

Just to throw even more staggering statistics at you: the site will comprise five of the largest stages ever built with the world's largest and most expensive ever sound system. Add to this a 2000 gun salute at the stroke of midnight and you probably won't need to buy at ticket. Just stand outside at Sydney harbour and you'll be able to hear it from there! Of the top bands already signed you can expect to see and hear Metallica, Pearl Jam, TLC, Mariah Carey, Seal, the Rolling Stones and the Smashing Pumpkins. By 1999, of course, there's bound to be heaps more added to the list.

The tickets seem pretty expensive (especially when you add in the air fares and hotel bills as well) but I suppose this is the party to end all parties. The tickets don't go on sale until July 1997 and will cost between US$400 and US$650 and there'll be about 2.5 million available. If you keep visiting the web page though, you'll be able to get yourself on the mailing list and get a chance to buy pre-advance tickets at the bargain discount price of US$122 on March 1st next year. (All good things happen on March 1st it seems!) Don't panic if the piggy bank won't quite run to it at the moment, you only need to pay a small deposit then the rest in 1999. Mind you, if I was you I'd watch the thing on TV. It'll be warmer but I don't s'pose the atmosphere will be quite the same.

The Party 2000 Home Page is a nice looking site with plenty of imagery and animated bits and pieces. So if you really can't face planning a new year party this late on in the proceedings, then don't panic. Just get yourself geared up in time for this one! Be there or be square, as they say!

BORN TO SH



Roll up, roll up!! 'Ere mate, come over 'ere and look at the quality of this lot! 'Ave you ever seen smutter like it?! Feast your eyes then turn out your pockets. All this stuff's exclusive to NMS Australia so if you don't get it here, you won't get it at all. Make your mind up from this dazzling array of glistening goods then fill in the form opposite with what you want. Total it all up and send it to us with your cheque/money order for the 'Grand Total' amount. Go on, you know you want to really!

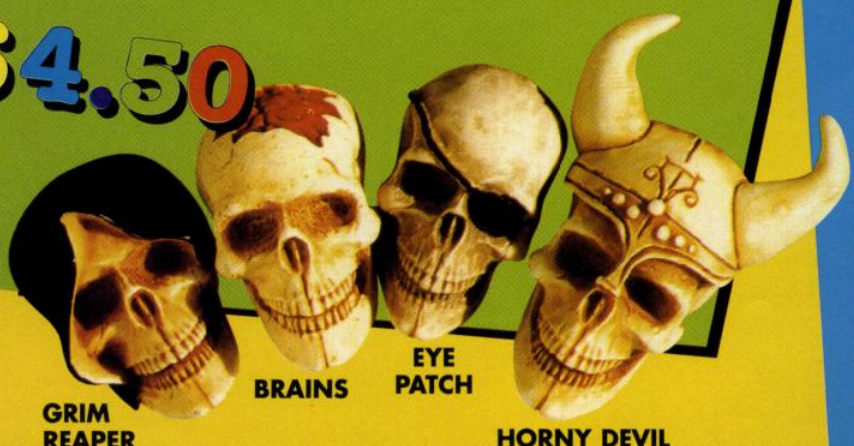
THE SHIRT OFF YOUR BACK!

Buy one of these great new NMS T-Shirts and you'll be the envy of the planet! Whether you go for a cool NMS shirt or an in-yer-face full colour Skull one, everyone'll know you mean business! Both shirts are white cotton and come in medium and large sizes.
$16.50 for NMS Shirt
$21.50 for Chill Out! Shirt

STICK 'EM UP!

These hand-made mini Skulls come either as magnets or on a metal keyring. At about 3.5cm high, they may be small but they're guaranteed to put the frighteners on anyone! $4.50 each for a magnet or a keyring. Please state which type and design you want.

$4.50



GRIM REAPER
BRAINS
EYE PATCH
HORNY DEVIL

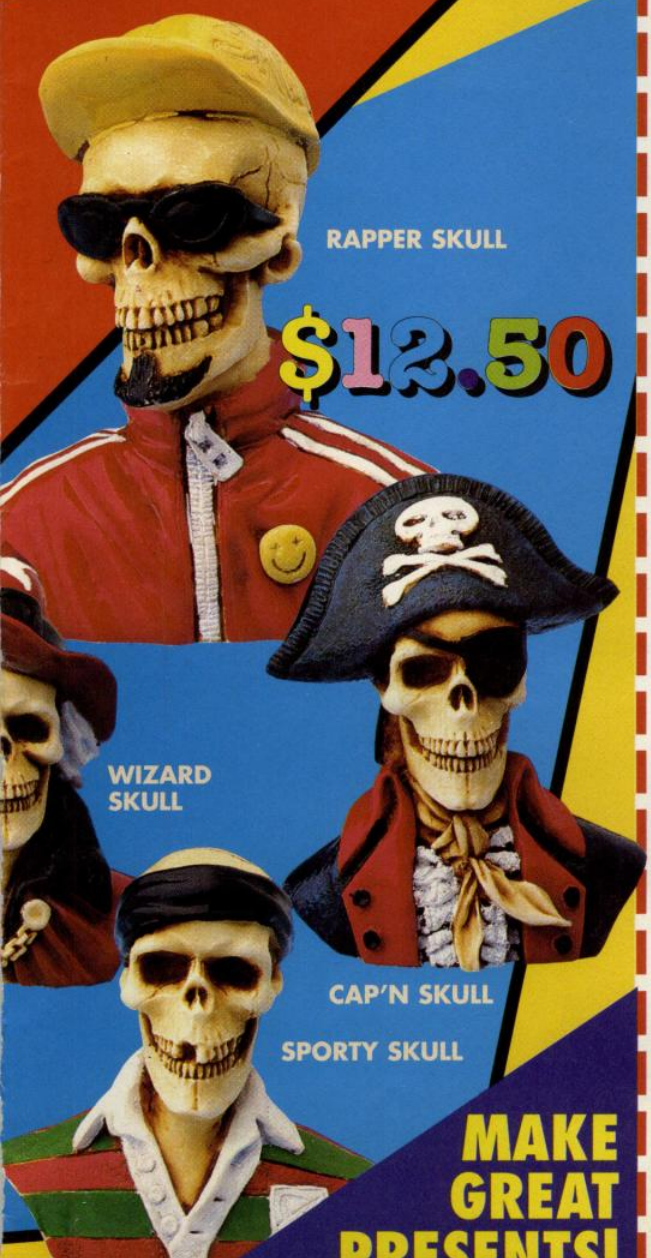
GET A HEAD!

Hand-made and hand-painted, these model Skulls are just the thing to liven up your life. They're about 6cm high so they'll fit just about anywhere you want to stick 'em! There are 4 great designs up for grabs this month so start your collection here. $12.50 each.

IOP!

$21.50

.50



$12.50

MAKE GREAT PRESENTS!

More money than ¢ent$?

... then use this form to order your heart's desires! But make sure you fill in all the details and include your name, age and address. Then cut out (or photocopy) the form and put it in an envelope along with a cheque/money order for the total amount of your order and send it to the address below. – You don't even have to add anything for postage and packing!

T-SHIRTS

	Price	Quantity	Total Cost
NMS Shirt Medium	$16.50		
NMS Shirt Large	$16.50		
'Chill Out!' Shirt Medium	$21.50		
'Chill Out!' Shirt Large	$21.50		

SKULL MODELS

	Price	Quantity	Total Cost
Rapper Skull	$12.50		
Cap'n Skull	$12.50		
Wizard Skull	$12.50		
Sporty Skull	$12.50		

MINI-SKULLS

	Price	Quantity	Total Cost
Brains Skull Keyring	$4.50		
Brains Skull Magnet	$4.50		
Grim Reaper Skull Keyring	$4.50		
Grim Reaper Skull Magnet	$4.50		
Horny Devil Skull Keyring	$4.50		
Horny Devil Skull Magnet	$4.50		
Eyepatch Skull Keyring	$4.50		
Eyepatch Skull Magnet	$4.50		

Make your cheque/money order out for this amount. **GRAND TOTAL**

(Prices include postage and packing)

Name: _____ **Age:** _____

Address: _____

_____ **Town/City:** _____

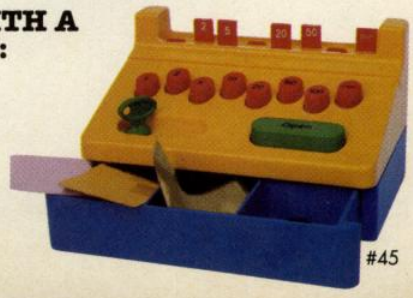
State: _____ **Postcode:** _____

Phone: _____

Please allow four to six weeks for delivery. Orders may be delayed if not clearly marked 'NMS Shop'. Proof of postage of your cheque/money order is not necessarily proof of receipt by the Publisher who cannot be held responsible for orders or goods lost in the mail. The representations of goods on this page are only illustrative, and the actual products may differ from the illustrations. The Publisher reserves the right to replace items ordered with those of a similar design and/or quality, depending on availability.

SEND THIS FORM ALONG WITH A CHEQUE/MONEY ORDER TO:

NMS SHOP
PO BOX 14225
MELBOURNE
MC VICTORIA
8001



DRAGONHEART

"Long ago, when man was young and the dragon already old, the wisest of our race took pity on man, so he gathered all the dragons, making them vow to watch over man always. And at that moment of his death, the night became alive with those stars."

Draco, the last of the dragons.

You've seen the game, now see the movie. Dragonheart (PG-13) opens countrywide on December 12th (Jan 2nd in NZ) and is an action-packed blend of adventure, romance, humour and stunning visuals. It's the story of an alliance between a man of honour and a creature of legend – the very last of the dragons.

BARE YOUR CHEST!

The film opens in the war-torn 10th Century with the 14 year old Prince Einon witnessing his father's violent death in battle. He soon enters the fray himself to seek revenge but is also wounded. His desperate mother calls for the supernatural powers of the dragons to step in and save her son's life. Soon one of the fire-breathing critters intervenes, severing its chest to give the young prince half its life force. Einon is saved and promises to rule his father's kingdom with mercy.

BADDER THAN BAD

It must have been April Fool's Day though because as Einon grows up he begins to make Saddam Hussein look like a kindly uncle and soon everyone begins to believe that his soul was poisoned by the dragon. In the meantime his mentor and tutor Bowen has got pretty fed up with all this noble knight stuff and travels the lands making money by slaying the scaly beasts. Sooner or later he comes across the last dragon left to be wiped out – a dragon with just as impressive a list of victims as Bowen himself. The two make a deal where Bowen promises not to kill Draco on the condition that the dragon fakes his death every now and then to maintain Bowen's infamous reputation.

THE PEASANTS ARE REVOLTING!

This works just fine until they come across Kara, a young peasant girl who has managed to escape the aggressive King Einon's clutches. She convinces the two to join her in a battle to overthrow the crown and it's only at the climax of this struggle that we learn how closely linked Draco and Einon are. For good to win over evil there will have to be a great sacrifice made.

Peasant girl Kara is played by Dina Meyer from Beverley Hills 90210 and Johnny Mnemonic.

PARK LIFE

The film isn't just a great tale of legendary honour and mythical creatures. It's also a ground-breaking piece of special effects work. Director Rob Cohen (who also directed Dragon: The Bruce Lee Story back in 1993) called on the services of the award-winning Industrial Light and Magic effects team. The guys at ILM, who stunned us all with their prehistoric creations in Jurassic Park, managed to breathe life into the 18 foot high and 43 foot long dragon that was to be voiced by Sean Connery.

From wireframe to full frame, Draco is modelled on computer with more and more detail being added at every stage. Colour, texture, light and shadow are all included to make sure Draco looks the part when he's placed into the live action footage.

To make shots of Bowen talking to Draco more realistic, an entire mechanical mouth was constructed by the team at ILM's Creature Workshop. The full-size tongue and jaw-line were 'puppeteered' on set and the rest of the head was added later on computer.

THE NAME'SSSSHH SHHSSEAN

The producers decided that not only did they want the James Bond actor to voice Draco, but they also wanted the dragon to be based on him visually. So every time the effects guys needed to create a facial expression for Draco, they trawled through a complete library of Connery's films until they found the exact pose they wanted.

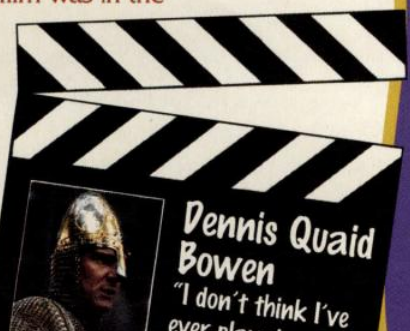
THE 'REAL' THING

When it came to actually creating the beast on the computer, the ILM team had a daunting task ahead. The T-Rex they 'built' for Jurassic Park had about 8,000 control vertices in its digital construction but Draco had nearly 280,000! In all, the team included 96 animators and technical directors who created the 181 shots that make up nearly 30 whole minutes of dragon footage in the finished film.

Of course, having the dragon created entirely on a computer meant that life was difficult for the 'real' actors on the location sets in Slovakia. For Dennis Quaid, who plays the dragonslayer Bowen in the film, it meant talking to and interacting with a couple of tennis balls on a big stick! He claims that all he had to do was "imagine the dragon inside myself". Mmmm, thanks Den.

PICTURE THIS

While ILM kept the digital creation under control, down on the ground the look of the film was in the hands of the Australian director of photography, David Eggby. The former navy air photographer cut his teeth on the classic Mad Max movie and has done plenty of film and TV work since, including Predator, The Man From Snowy River II and Quigley Down Under.



Dennis Quaid
Bowen
"I don't think I've ever played such a heroic character."

WIN!

COMPETITION

With an all-star cast and the most impressive computer generated imagery we've ever seen, we reckon Dragonheart is a winner! So we've pestered that generous lot at United International Pictures again to bring you a pile of Dragonheart goodies to win. We've got 5 MAJOR PRIZE PACKS on offer that consist of a leather-type backpack, a T-Shirt, a poster, an honour pin and an in-season movie pass. As well as that, we've got 15 double in-season movie passes as runners-up prizes too! That's over $1,100 worth of stuff in total! Aren't we good to you?! Check out the really hard questions on this form then fill in all your details and send it off to us at the address shown. The closing date is Friday 27th December. No swords or potions please!

QUESTIONS: just tick the correct answers.

1.) Who is the prince who witnesses his father's death at the beginning of the film?
☑ a) Einon ☐ b) Bowen ☐ c) Charles

2.) Who plays Bowen the knight?
☐ a) Sean Connery ☐ b) Rob Cohen ☑ c) Dennis Quaid

3.) How many control vertices did ILM need to create the T-Rex in Jurassic Park?
☐ a) 280,000 ☑ b) 8,000 ☐ c) 181

NAME: Daniel Jones AGE: 13

ADDRESS: 635A Underwood rd
Rochedale sth.

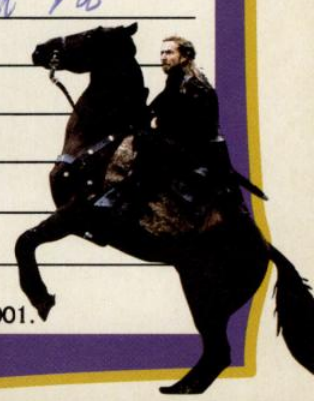
TOWN/CITY: Logan

STATE: QLD

POST CODE: 4123

TEL: (07) 3841 1568

Send to: Dragonheart Comp, NMS,
PO Box 14225, Melbourne, MC Victoria 8001.



STAR TREK FIRST CONTACT

For 30 years the global Star Trek phenomenon has grown from strength to strength. From humble beginnings as a low-budget 60s TV show to the multi-million dollar action-fest that is Star Trek: First Contact, the cult following has remained constant. So just what is it that keeps the stars up there?

RESISTANCE IS FUTILE!

This is the eighth Trek movie so far but it's the first with the Next Generation crew solely at the helm. It also gives the Borg Collective their big screen debut. The Borg are the most popular Star Trek bad guys since the Klingons and are a cybernetically enhanced master race who travel the galaxies helping themselves to who and what they want. You don't argue with them, you don't negotiate with them and you don't take them home to meet mother. In fact, the friendliest thing you're likely to get out of a Borg is probably "Prepare to be assimilated"!

ALL CHANGE!

Although the Borg first made their appearance back in the second season of The Next Generation, when you see them in First Contact they'll look a lot more sophisticated then their late 80s predecessors. Make-up designer Michael Westmore has gone to town with his big new budget, redesigning and revamping the Collective. Inspiration was taken from the work of HR Giger, the renowned artist who came up with those hideous creatures in the Alien films. There couldn't be a better man for the job than Westmore – he's been the guiding light for the make-up design teams on all the recent Trek incarnations and even won an Oscar a couple of years ago for his work on the Jim Carrey movie The Mask.

"This is the best Trek yet. It's full of action, drama, hope for the future, and a lot of new designs and surprises for the fans."
Rick Berman, producer.

"The Borg look more evolved and detailed than they did in the TV show."
Jonathan Frakes, Director and Cmdr Riker.

ENTERPRISING ACTION

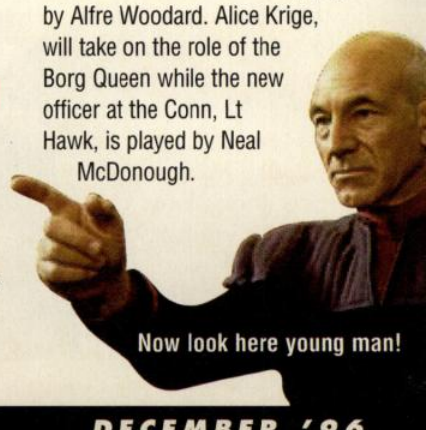
It's not just the Borg who have undergone a transformation for the new film, the Enterprise herself is an all-new beast. After Riker piled her into the deck of a distant planet at the end of Star Trek: Generations, the design team at Paramount (sorry, Starfleet HQ!) have been hard at work coming up with the Enterprise-E. Over a hundred construction workers, illustrators, set designers and model builders took over three sound stages at the Paramount lot to create over a dozen new interior sets. The bridge is completely revamped, as is the Captain's ready room, main engineering and the observation lounge. But some of the best new sets went together to make the impressive new Borg Collective chamber.

LET'S DO THE TIME WARP AGAIN!

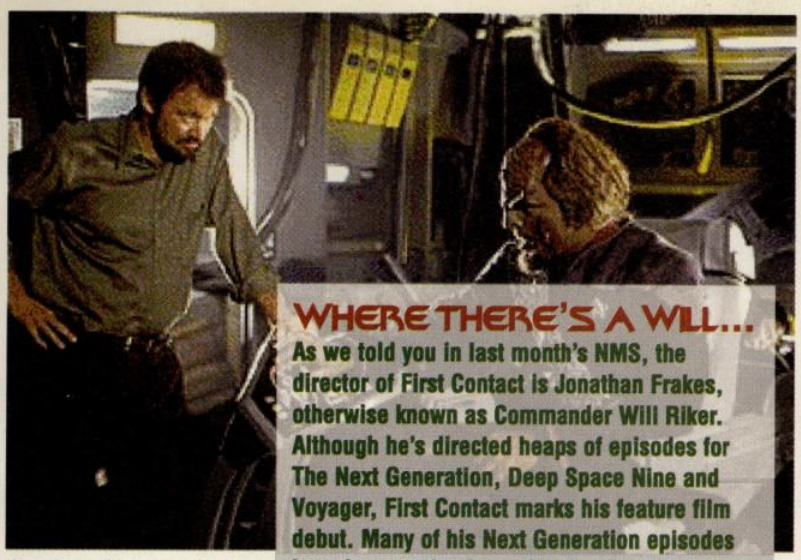
While the Borg were the most popular bad guys in The Next Generation, some of the most popular plot lines have been those that played around with time travel. So it seemed obvious to co-screenwriters Brannon Braga and Ronald D Moore that some kind of temporal theme should be included in the new movie. After the Borg stuff up an attack on Earth, they decide to go back in time and wipe us out before we master warp travel or start meeting alien races. Needless to say, Captain Picard has something to say about all this and takes his crew and his brand new ship back through time to foil their evil plans.

A WARPED MIND!

After their journey back to the 21st Century (2063 to be precise), the team meet up with the creator of the warp drive – Zefram Cochrane, played by James Cromwell. James has guested in Star Trek episodes a few times before but you'll probably remember him better as Farmer Hoggett from Babe. Cochrane's sidekick is Lily Sloane (rumoured to be a love interest for Picard) played by Alfre Woodard. Alice Krige, will take on the role of the Borg Queen while the new officer at the Conn, Lt Hawk, is played by Neal McDonough.



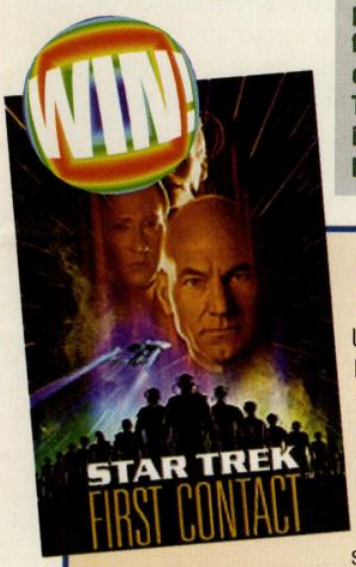
Now look here young man!



Jonathan Frakes puts Michael Dorn as Worf through his paces on the bridge of the USS Defiant.

WHERE THERE'S A WILL...

As we told you in last month's NMS, the director of First Contact is Jonathan Frakes, otherwise known as Commander Will Riker. Although he's directed heaps of episodes for The Next Generation, Deep Space Nine and Voyager, First Contact marks his feature film debut. Many of his Next Generation episodes have become fan favourites but he still drew on some classic Sci Fi films like Alien, Blade Runner and Close Encounters for his inspiration. During the gruelling 12 week production schedule, Frakes took his team from a US Air Force missile silo in the Arizona desert to the Angeles National Forest near LA. They also spent a week or so in Union Station in downtown LA, before winding up at the Paramount studios.



COMPETITION

UIP have done us proud once again and let us have heaps of Trekkie items to give away. The first prize winner will receive **The Borg Collective Gift Set** which includes 6 episodes of The Next Generation on three videos, all bound up in an 'eerily beautiful' box! These six episodes tell the story so far of the Enterprise's encounters with the Borg so if you haven't yet been assimilated, you'll want to check this out. You'll also receive a **CD ROM game** called 'Deadly Tied' that's made by the guys behind the Trek games and a **Microsoft Windows 95** upgrade. This major Star Trek first prize is worth nearly $300 but as well as that, we've got over $450 worth of in-season movie passes to the film to share amongst 20 further winners. No Lou, you can't have any of them!

To get Starfleet clearance for these goodies you'll have to answer these questions and send them in to us at the address shown along with your name, age and address to reach us by Friday 27th December.

1. James Cromwell plays the father of warp travel in First Contact but in what 'piggy' film did we see him as Farmer Hoggett?
   ☐ **(a) Pigs in Space** ☐ **(b) Babe** ☐ **(c) First Contact**
2. Jonathan Frakes directs the new Star Trek feature, but what rank is his character in the film?
   ☐ **(a) Commander** ☐ **(b) Captain** ☐ **(c) Lt Commander**
3. Lt Commander Worf is usually seen these days on a space station and not the Enterprise. Which one?
   ☐ **(a) Babylon 5** ☐ **(b) Voyager** ☐ **(c) Deep Space 9**

NAME _____ **AGE** _____

ADDRESS _____

TOWN/CITY _____ **STATE** _____

POST CODE _____ **PHONE** _____

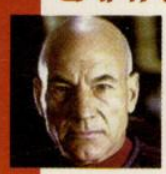
Send to: Star Trek Competition, NMS, PO Box 14225, Melbourne, MC Vic 8001

At the time we're going to press, we've only seen film trailers but when you add it all up, Star Trek: First Contact looks like a huge hit in the making. With the decades of experience of cast and crew, as well as the special effects wizardry of George Lucas's Industrial Light and Magic team, you can count me in for a front row seat. Star Trek: First Contact (PG) opened across Australia November 28th (not 22nd as we said before!) and in NZ on April 10th.

IF YOU DON'T KNOW ME BY NOW...

Just in case you haven't yet locked on to the team on the good ship Enterprise then here's the NMS guide to who's who in the crew.

CAPTAIN JEAN-LUC PICARD



(Patrick Stewart)
Baldly going where no man has gone before, French-born Captain Picard leads from the front. A fan of Shakespeare and archaeology, he's always most 'engage'ing!

COMMANDER WILLIAM T RIKER

(Jonathan Frakes)
He's turned down more offers of captaincy than you've had glasses of Romulan Ale. The Captain's bearded second in command is always at 'Number One' with us.

LT CMDR DATA

(Brent Spiner)
Ol' yellow eyes is back but this time he's a caring, sharing android after his recent emotion chip implant. One thing's for sure though – he's bound to be most intriguing!

LT CMDR GEORDI LA FORGE

(LeVar Burton)
The Enterprise's Chief Engineer has certainly got his hands full with the brand new ship but at least he's got his new visual implants to help him. Looking good!

LT CMDR WORF

(Michael Dorn)
Miserable and menacing, our resident Klingon's on loan from Deep Space Nine. He's going to have a lot of explaining to do when he takes the USS Defiant back to the space station in bits! Qapla'!

CHIEF MEDICAL OFFICER BEVERLEY CRUSHER

(Gates McFadden)
They say blondes have more fun. The dedicated doctor should soon find out – she's bleached her fiery red locks for her encounter with the Borg. And I bet they won't even notice!

COUNSELOR DEANNA TROI

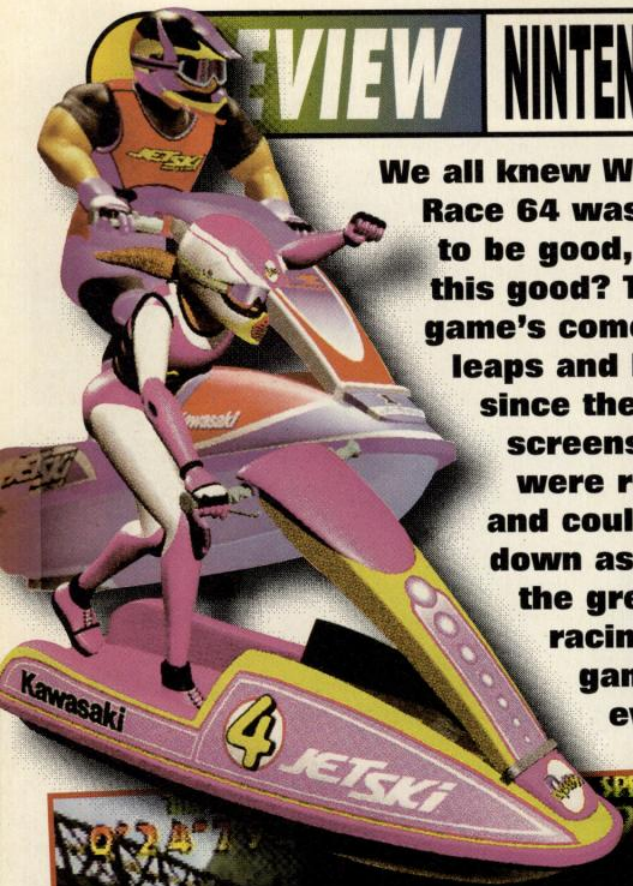
(Marina Sirtis)
Still crazy after all these years? Let the Enterprise's empathic Betazoid shrink sort you out once and for all.
So, tell me about your mother...

All film imagery © 1996 by Paramount Pictures.

WAVE

Kawasaki

We all knew Wave Race 64 was going to be good, but this good? The game's come on leaps and bounds since the early screenshots were released, and could go down as one of the greatest racing games ever!



Join the jet set

There are four controllable characters in Wave Race, each with their own machines and differing sets of characteristics. You can also change the performance of each jetski, making it easier to handle round the courses or faster skipping over the water. In the game options, you'll be able to play your mates on the two player split screen, go on your own in pursuit of the championship, set new course records in the Time Trials, or try your hand at stunt riding in the Aquabatics mode.

What's the porpoise?

You've got three difficulty levels and a maximum of eight courses in the Expert mode, ranging from the tranquil waters of Sunny Beach and Milky Lake to the high risk courses later on in the game. You can also take a visit to Dolphin Park, where all budding champions go to get used to their jetskis and practice stunts in preparation for the Aquabatics. On each course you'll find a selection of red and yellow marker buoys which point the way. It's a bit like a high speed slalom, and on some of the later courses the water's littered with obstacles like floating barrels and boxes.

Aquatic Antics

Aquabatics mode involves racing your jetski though a series of hoops floating in the water, and performing as many stunts as possible over the jumps. Your score's determined by how many hoops you go through, the number of stunts performed and how quickly the course is completed. There's a wide range of tricks you can perform, from handstands and barrel rolls to the spectacular back flip.

GAME DATA

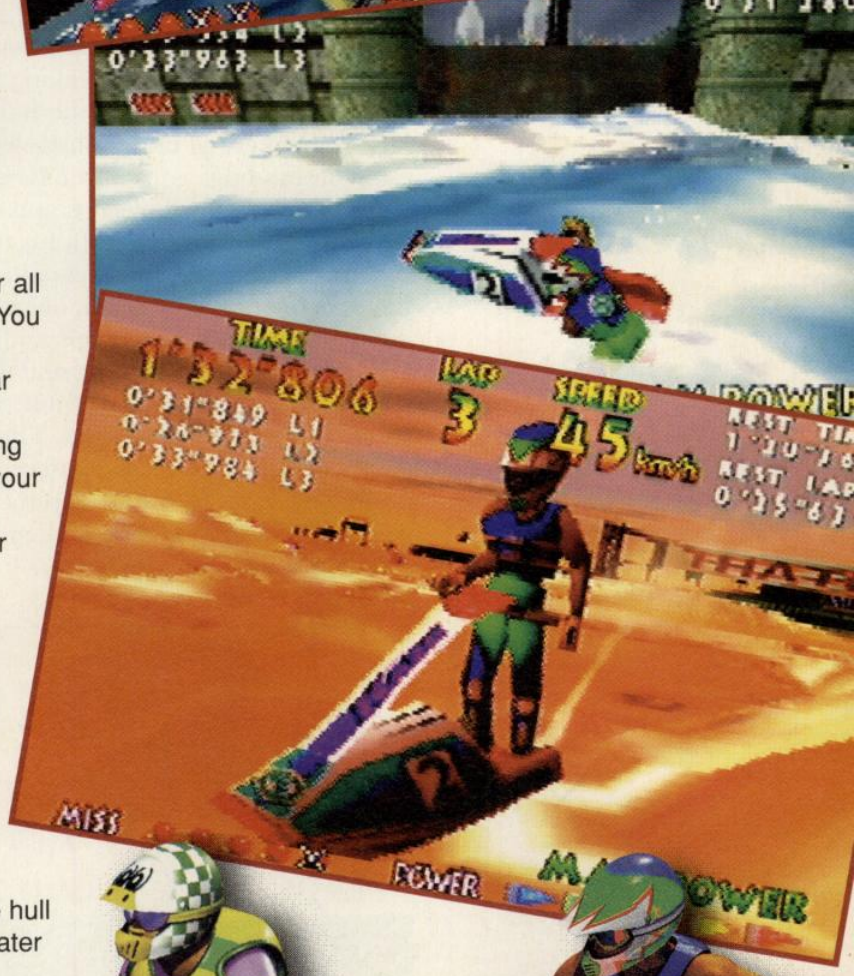
- GAME: WAVE RACE 64
- BY: NINTENDO
- RELEASE: MARCH 1ST
- GAME TYPE: RACING
- PLAYERS: 1-2

RACE

JETSKI

Time and tide

Time Trials will see you racing against the clock over all the courses you completed in Championship mode. You won't have any other riders to distract you, but you'll have to push yourself as hard as possible to get near the current course records. This mode looks like an excellent way of practising your racing skills by finding the quickest line around the corners. You can save your best time on the screen, and if you're a real speed merchant you can always go back to the course later and try to go even faster!

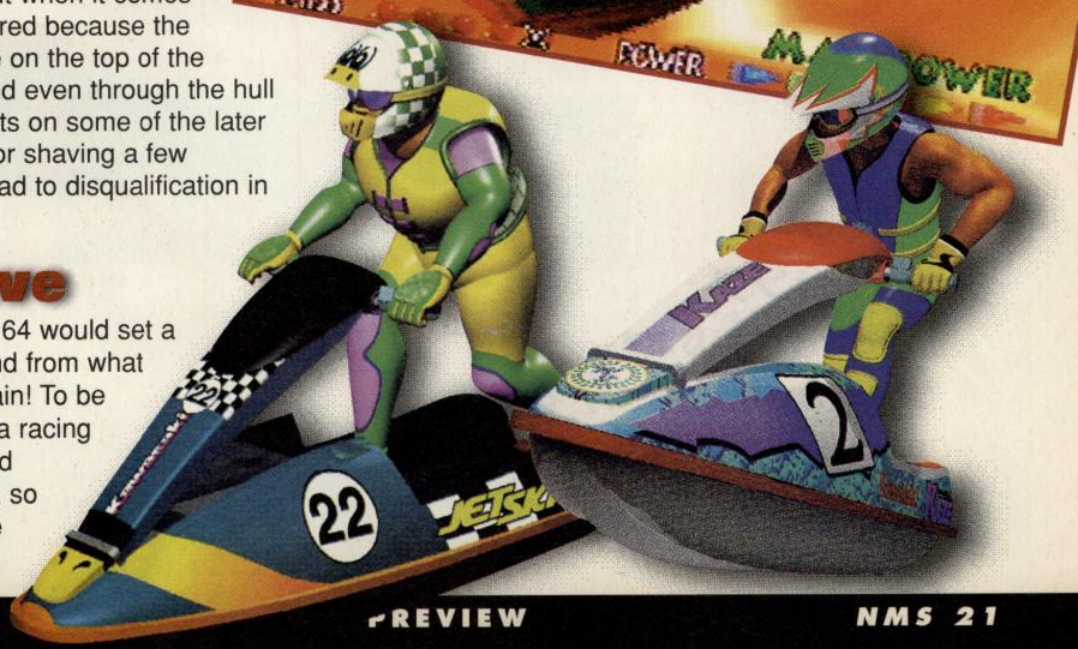


Look good in rubber

There's never been a game like Wave Race 64 that has reproduced the looks and effects of water as well as this and other natural elements reproduced are little short of phenomenal. On some levels you can be racing along near the beach, but when it comes to the last lap your speed's hampered because the damn tide's gone out! You can ride on the top of the waves, or across tranquil lakes, and even through the hull of a ship! There are some short cuts on some of the later courses too, and these are great for shaving a few seconds off your times, but may lead to disqualification in an actual race.

Crest of a wave

Nintendo claimed that Wave Race 64 would set a new standard for racing games, and from what we've seen they could be right again! To be perfectly honest, we haven't seen a racing game on any system that looks and performs anywhere as well as this, so watch out for a full run down of the courses and riders in a later issue.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

PRINCE OF PERSIA 2

THE SHADOW & FLAME

GAME CREDITS

- **BY:** Titus
- **DEVELOPED BY:** Titus
- **PREVIOUS TITUS TITLES:** Prince of Persia, Prehistorik Man, Ardy Lightfoot
- **DISTRIBUTED BY:** Titus
- **RELEASE:** TBA
- **GAME TYPE:** Platform Adv.

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 5
- **OPTIONS:** Difficulty levels, Music on/off

GAME INFO

- **GAME DIFFICULTY:** Hard
- **FIRST DAY SCORE:** Reached third level on medium difficulty
- **ALTERNATIVES:** Prince of Persia, Aladdin, Asterix

GAME CONTROL

- **RESPONSIVENESS:** Good

(A) Change direction

(B) Jump

(X) Nothing

(Y) Draw sword/Attack

(L/R) Nothing

(S) Start: Start/Pause
Select: Nothing

The original Prince of Persia is generally regarded as one of the toughest platform games ever created, so whoops of sheer joy echoed round the office dungeons as the sequel arrived! So it's time to dig out those gold slippers and your dad's best PJs as we go all Middle Eastern with Prince of Persia 2 – The Shadow and the Flame.

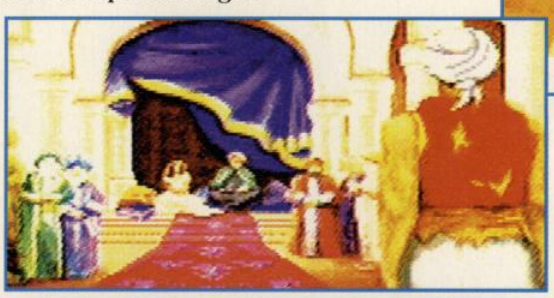
FIT AS A FIDDLE

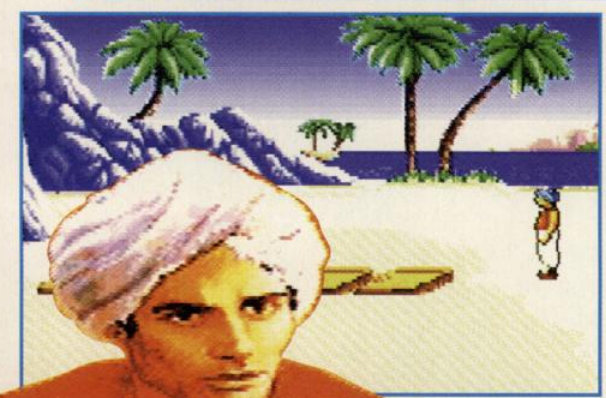
Judging by his amazing skills, the old prince has obviously been taking lessons in acrobatics from Sinbad the Sailor. He's able to crawl under obstacles, jump across huge gaps in the level, hang on to ledges by his fingertips and still carve up the opposition with his trusty scimitar! The gameplay is essentially the same as the previous game, but it's none the worse for that. The traps and secret areas are still as frustrating and difficult, while new dangers include molten lava pools, snakes and quicksand. There are plenty of health bonuses scattered around each stage, but be careful when picking them up, as some of them are poisonous and will reduce your health instead of replenishing it!

FLASHING BLADE

Sword fighting is a deadly business, so it's vital that you learn how to handle your weapon. Any prince who doesn't won't last long. Due to the nature of the fighting any villain, strong or weak, can ruin your plans totally as someone forgot to teach his Highness how to parry a blow. Even though the fighting moves are fairly predictable it's important to get your timing right. If you miss with your first shot, the chances are you'll be sliced and diced in no time at all.

All I said was "Can I have some sultanas with that?"





Let your hair down for once!

COMMENT - WILL

I used to have beautiful hair before this cart came in to the office. Now what hasn't fallen out has turned white, due to the severe stress POP2 has caused my few precious brain cells. This is definitely not for inexperienced gamers, and it may be tougher than both MegaMan and the DKC games. Having said that, it's great fun to play once you've familiarised yourself with the controls, and the 15 brain-melting levels will certainly leave you with your work cut out! Graphically, the game's way behind the likes of Donkey Kong when it comes to small details, but more than makes up for it in terms of gameplay and sheer addictiveness. Prince of Persia 2 is a very worthy sequel to the original and makes a welcome change from the usual platform tomfoolery.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				
CHALLENGE				■
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				
MONTH				
YEAR				

SEIZE HIM!

The first level starts from where the prince makes his daring escape from the palace. The aim is to get to the harbour before those Palace guards catch you. This level is great for practising your sword skills and judging distances for your running jumps. Our lad boards the ship as a stowaway, and before he gets the chance to polish his gold lamé slippers, the ship gets caught in a storm and promptly sinks without trace. The next stage sees his royal-ness stranded on a desert island with five stepping stones and a pool of quicksand between him and the next level.

CONTROL YOURSELF MAN!

Those of you who haven't played the original Prince of Persia will probably find the controls quite strange. At the start you may think the game's really un-responsive, but this has been done deliberately to make the whole thing more challenging. Every jump must be timed to perfection and there's a definite knack to sword fighting. Throughout the game you'll see plenty of small pressure blocks on the floor. These can either activate doors or fire out poison darts, so the best advice we can give is to stay away from them unless you're near a door, or perhaps die this time to learn the secret for later. You'll also notice some parts of the floor look different from others. Be careful as the boards are loose and if you stand still for too long, a grisly death awaits!

You lookin' at my jewels?

GRAPHICS

▲ Clear, well detailed backgrounds combine with smooth moving sprites to make POP2 a visual treat.

93

SOUND

◆ Not much in the way of sound FX, but the moody, atmospheric soundtrack more than makes up for it.

89

PLAYABILITY

▲ One of the most playable and addictive games around. Holds some of the most complex levels in any platform game.

94

LASTABILITY

▲ You thought MegaMan or DKC2 was a challenge? You ain't seen nuthin' yet!

92

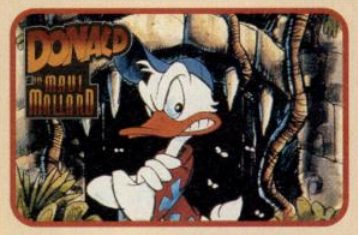
OVERALL

Brilliant. Perfect for fans of the Prince as well as those who fancy a real challenge.

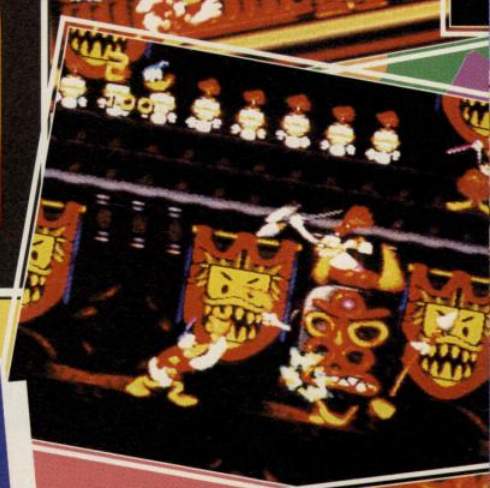
93

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



DONALD IN MAUI MALLARD



GAME CREDITS

- **BY:** Disney
- **DEVELOPED BY:** Disney
- **PREVIOUS DISNEY TITLES:** Pinocchio, Aladdin, The Lion King
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Platform

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** 5
- **OPTIONS:** Difficulty levels, Passwords

GAME INFO

- **GAME DIFFICULTY:** Easy to medium
- **FIRST DAY SCORE:** Reached the Flying Duckman stage
- **ALTERNATIVES:** Earthworm Jim, Yoshi's Island

GAME CONTROL

- **RESPONSIVENESS:** OK

(A) Shoot big gun / Swing staff as Ninja

(B) Jump

(X) Switch between Ninja and Maui

(Y) Wedge move when Ninja

(L/R) Select bugs for bug gun / Spin move for Ninja

(S) Start: Start/Pause / Select: Nothing

You may remember reading about Donald in Maui Mallard earlier this year, as we featured the game on the cover of our February issue. Well, since then the game's been revamped and released over here in time for Christmas, and with that in mind we decided to take another look at one of the top platformers of the year.

PRIVATE DUCK

After years of playing second fiddle to a girlie-voiced mouse, our Donald decides to quit showbusiness and becomes a tough private detective in the big city. The adventure starts with Donald taking a holiday on the island of Maui, discovering that the ancient statue of Shabuhm Shabuhm has been stolen. This statue protects the whole island from the dark forces of Hell, so it must be found before any permanent damage is done.

STOP BUGGING ME!

Donald has obviously been watching Hawaii 5-0 judging by his dress sense. Check out that flowing Hawaiian shirt! But no private dick/duck goes anywhere without a suitable weapon and Donald's chosen the awesome Bug Gun. Even though it only fires bugs, this is a sturdy old tool capable of swatting bad guys with regular bugs, fire bugs and lightning bugs. You can also collect special firefly bugs which light up dark areas of the screen.

REVIEW

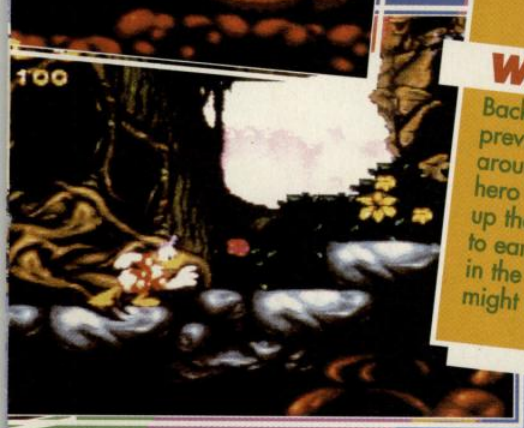
SUPER NINTENDO ENTERTAINMENT SYSTEM

PEKING DUCK

Whilst on the island, Donald meets an old Witch Doctor who gives him a brand new set of powers. At any point afterwards, Donald may transform into the Ninja, armed with a fighting staff to take on the various bad guys. The system for killing the villains is fairly basic, but if you experiment with the joypad, a few extra attacks can be activated, like the Ninja's special spinning attack which can take out anyone who strays too close. In later levels you'll have to swap between Donald's normal guise and the Ninja fairly often. As the duck's split personalities hold vital moves and powers, you'll need to use them both to complete the stages.

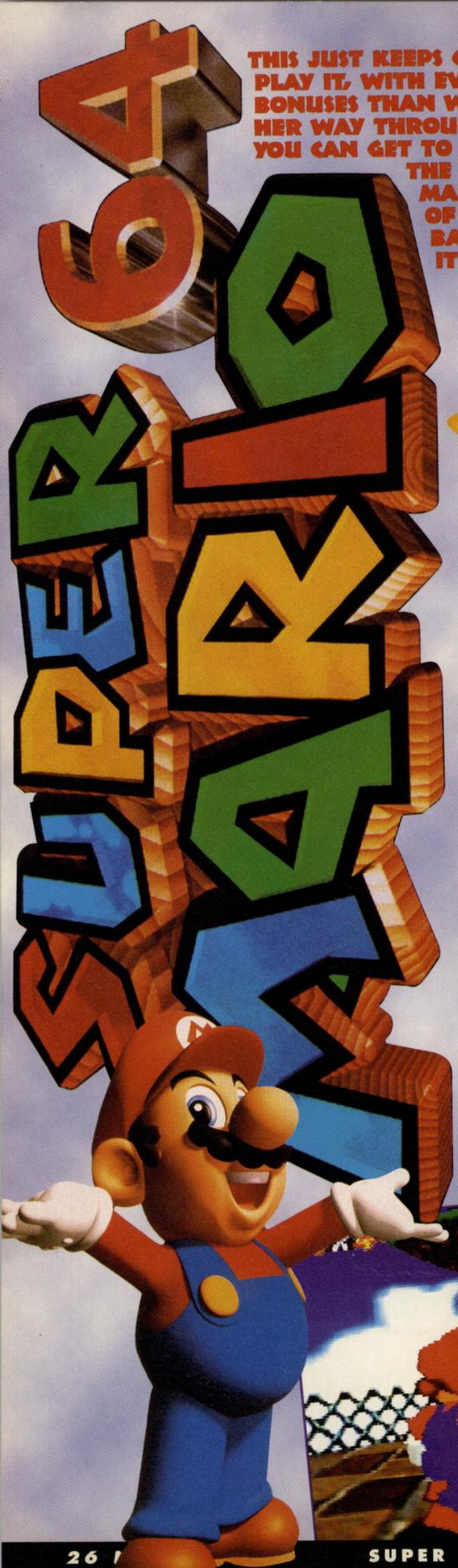
WATER OFF A DUCK'S BACK

Backgrounds and objects are certainly more interactive than previous Disney titles. Donald uses ceiling fans to glide around, and even a church organ comes into play as our hero uses the air blasting out of the pipes to propel his way up the level. Once you've finished the stage, there's an option to earn a password by completing one of the many sub-levels in the game. But watch out, they're not as easy as a duck might think!



SUPER MARIO 64

THIS JUST KEEPS GETTING BETTER AND BETTER THE MORE WE PLAY IT, WITH EVEN MORE SPECIAL POWERS AND EXTRA BONUSES THAN WE FIRST THOUGHT. LOU'S BEEN MAKING HER WAY THROUGH WHOMP'S FORTRESS THIS MONTH WHICH YOU CAN GET TO BY GRABBING AT LEAST ONE STAR FROM THE FIRST LEVEL. SOME OF THE OLD-STYLE MARIO GAMEPLAY KICKS IN HERE, WITH LOADS OF PLATFORMS TO USE AND PLENTY OF BIG BAD GUYS TO CONTEND WITH. THE FORTRESS ITSELF IS SUSPENDED IN MID-AIR TOO, SO IF YOU MAKE A MISTAKE IT'S A HECK OF A LONG WAY DOWN!

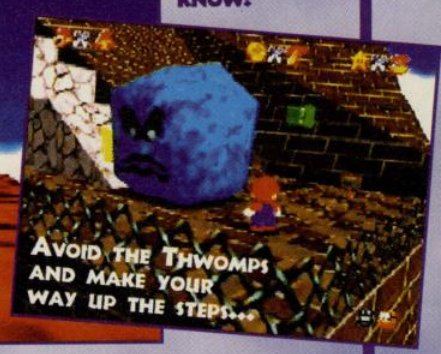


1 WHOMP STOMPING!

To get the first star you'll have to work your way through the level, avoiding the rocks that slide out from the walls and the deadly Thwomps that patrol the stairs.

Keep following the course round, staying well away from the Whomp Lieutenants and use the platforms to reach the highest point.

WATCH OUT! WALLS HAVE EYES, YOU KNOW!



AVOID THE THWOMPS AND MAKE YOUR WAY UP THE STEPS...

Once you've made your way to the top of the fortress, it's time to do battle with the Whomp King. This enormous paving slab will cause untold damage to anyone he can catch, but fortunately for you he's not exactly fast on his feet and you shouldn't have any trouble avoiding him. When he crashes to the ground, you'll notice a huge Band Aid on his back. To get rid of him, wait until he's lying face down and pound on his back. Three direct hits should see his Royal Highness turned to rubble and give you the first star.

JUST DODGE THE LIEUTENANTS OR BOUNCE ON THEM TO GET MORE COINS.

ROCK HARD AND MEAN WITH IT!

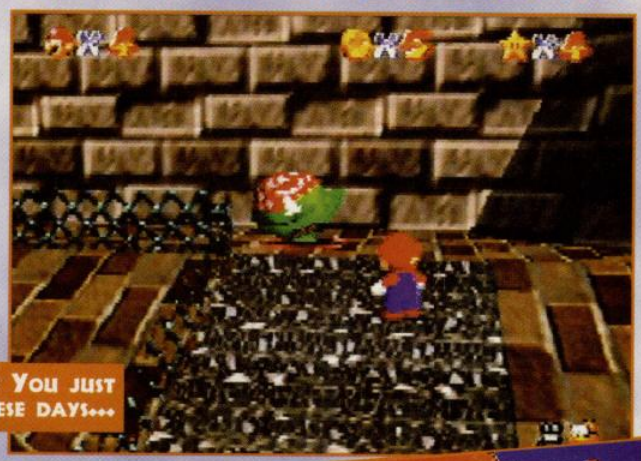
WHOMP'S FORTRESS

PLAY GUIDE

2

Pretty straightforward, this one. Just take the same route as before and when you reach the point where you met the Whomp King, you'll see a huge tower has been erected in your honour! Whilst avoiding the Bullet Bills that fire out of the box in the corner, use the platforms to find your way to the top of the tower. Careful though, as some of the platforms slide in and out as you land on them. Unless a complete disaster occurs you should make it to the summit and find the next star.

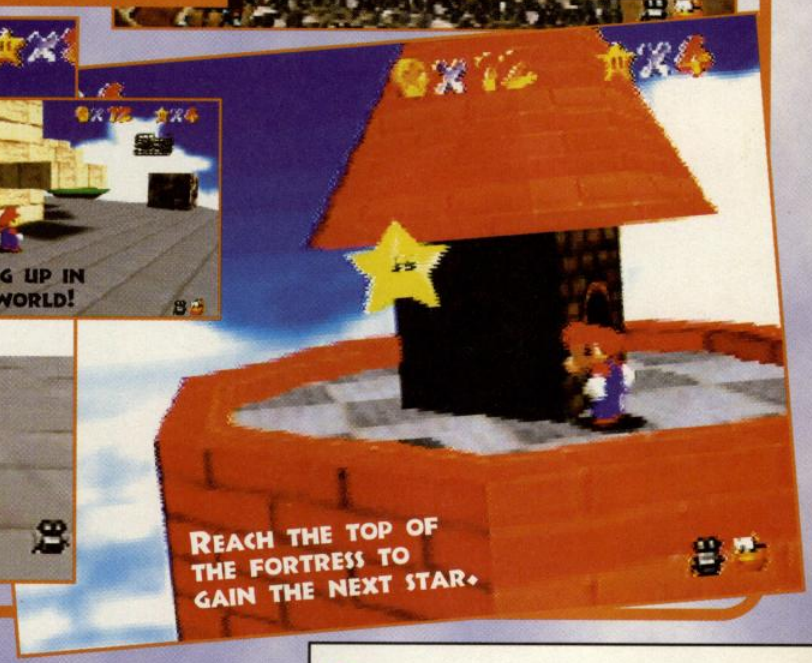
BITE THE BULLET!



SLEEPING ON THE JOB! YOU JUST CAN'T GET THE STAFF THESE DAYS...

COULD THIS BE THE BULLET WITH YOUR NAME ON IT?

GOING UP IN THE WORLD!



REACH THE TOP OF THE FORTRESS TO GAIN THE NEXT STAR.

STOMP THAT WHOMP! THREE GOOD SMACKS AND HE'LL TURN TO RUBBLE.

OOH, I'M GONNA MAKE YOU A STAR!

TOO DUMB TO SUBSCRIBE?

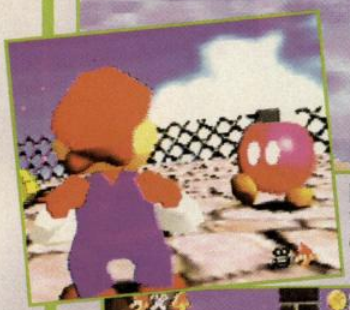
Lost your way?

WHOMP'S

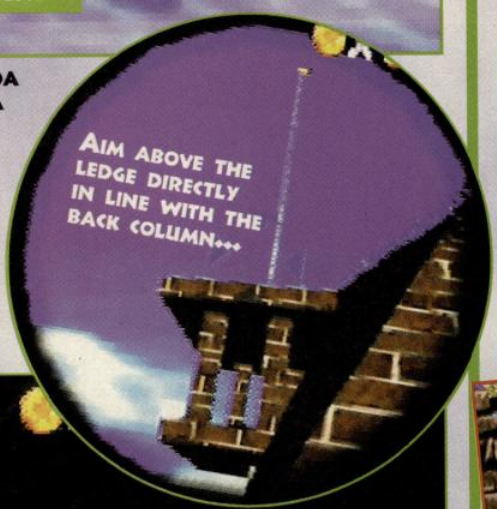
3 YOU'RE FIRED!

The third star is hidden from view on the left hand side of the level. Go left at the starting point, through the shallow pool, and you should come across a Bob-omb Buddy who'll activate the cannons for you. Now jump into the cannon and aim for the small ledge which comes out from the left hand wall. Position the target just above the top of the ledge and when Mario's fired out he should fly underneath the flagpole and hit the back column. Once you've gathered your senses you'll notice another small pole in the middle of the platform, so just slide down it and the star is on the bottom ledge.

WADE THROUGH THE POOL TO FIND THE NEXT CANNON.

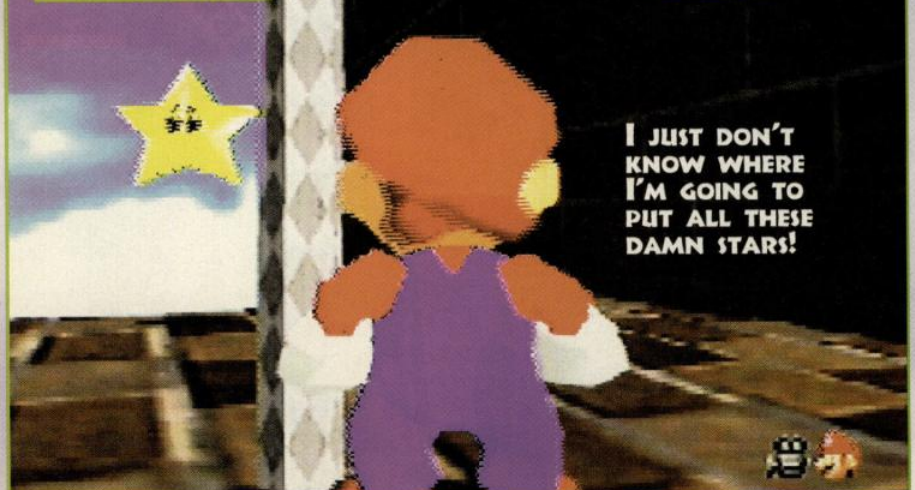


ESCUSA MI, COULDA YOU ACTIVATA DA CANNON PLEASE!



AIM ABOVE THE LEDGE DIRECTLY IN LINE WITH THE BACK COLUMN...

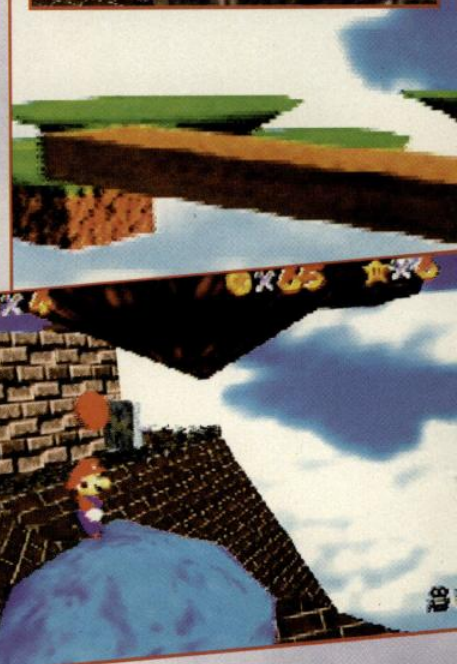
...AND FIND A POLE LEADING DOWN TO THE NEXT STAR.



I JUST DON'T KNOW WHERE I'M GOING TO PUT ALL THESE DAMN STARS!

4

NO SHORT CUTS TO THIS STAR. YOU'LL NEED TO EXPLORE EVERY INCH OF THE LEVEL TO FIND THOSE RED COINS.



Work your way back to the point where the Thwomps are on the stairs, and as the highest Thwomp hits the ground, just jump on top of him to grab the last red coin. You'll find the star in the garden at the start.

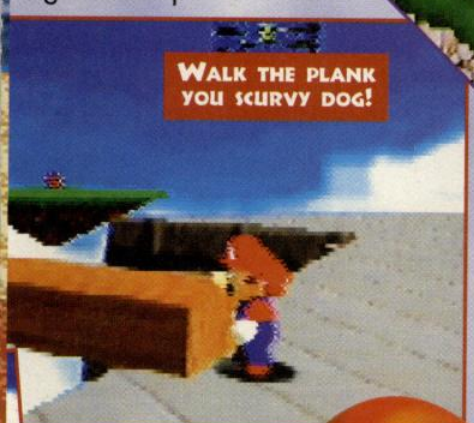
FORTRESS

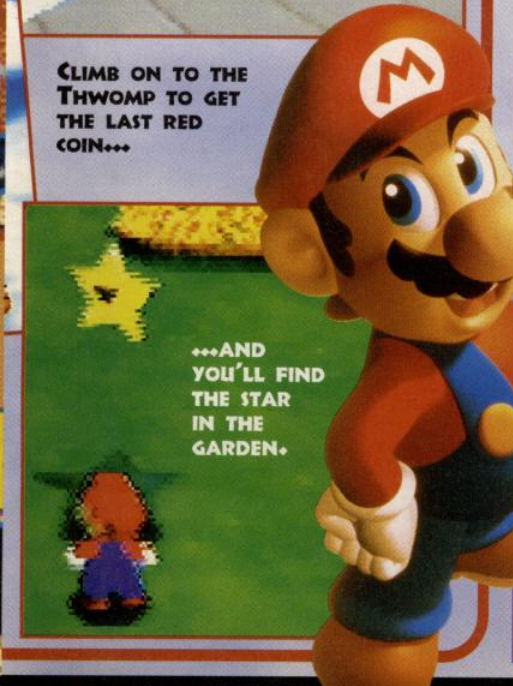
PLAY GUIDE

ISLAND HOPPING

To get this star you'll need to find all eight coins in the level. At the start they're pretty easy to get, but once you get to the fortress you'll see a couple of islands floating in the sky, and it's here you'll find some of the other coins.

There's a big plank in the corner of the platform, and you have to jump up and kick it twice to make a bridge between the first island and the fortress platform. Carefully jump between the islands and grab all the red coins available. You'll notice a red coin lying underneath one of the islands which looks impossible to get. Don't panic – it isn't!

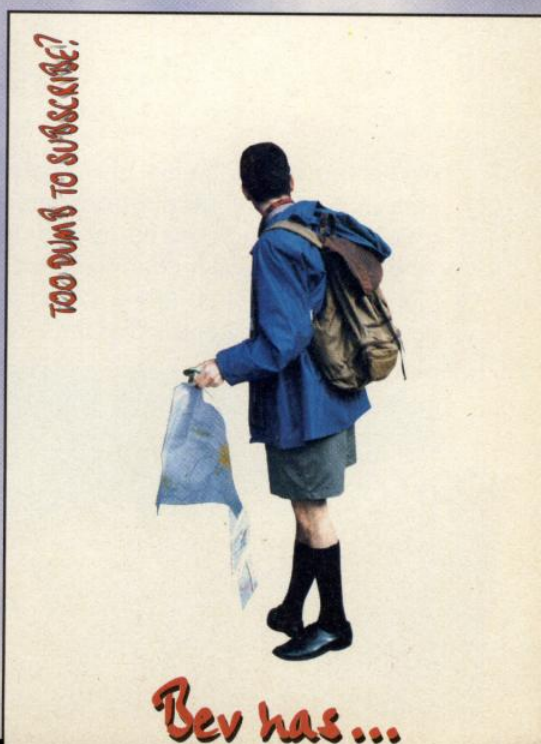




5

OWL DROPPINGS!

When you were island-hopping to find star 4, you probably noticed another star trapped in a cage, well away from the other islands. At the start, climb up the first tree on your left in the garden and you'll find a hidden owl. Your feathered friend (who goes by the name of Hoot) is the key to getting to this caged star. As he flaps around, wait for his shadow to fall over you, then jump and hold down the A Button to grab his claws and be carried into the air. The owl's pretty hard to control and will only carry Mario for a short time, but persevere and watch your own shadow on the ground. Make your way to the cage and when your shadow's directly over it, let go of the A Button and drop down to the star.

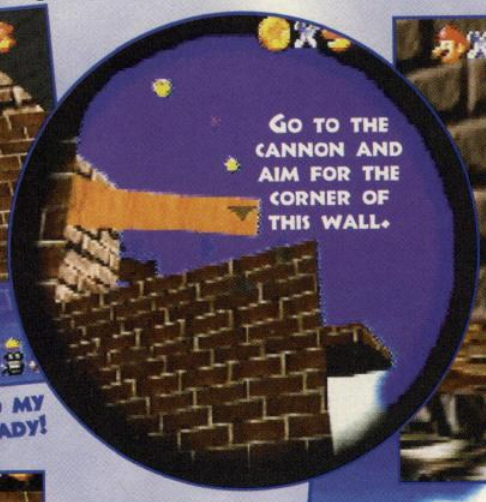


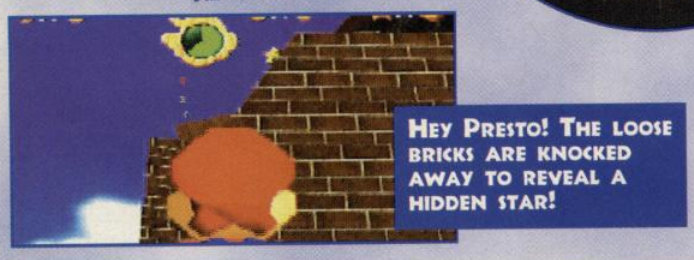
PLAY GUIDE

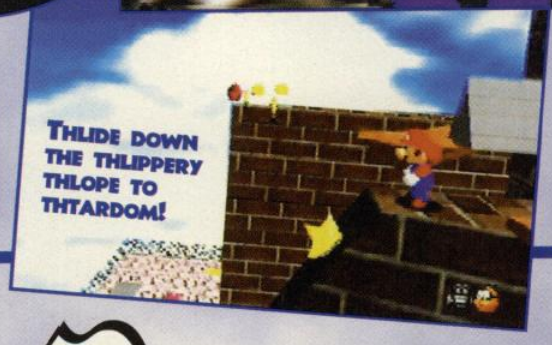
WHOMP'S FORTRESS

6 BATTER THE BRICKWORK!

Go back across the shallow pool near the start and jump into the cannon for a second time. Now, swing it right round so you're aiming at the corner of the brick wall above the pool. Just fire at the corner, and if you get it right you should dislodge some loose bricks that are hiding the next star. To get it, you must follow the course round avoiding the Thwomps and Piranha Plants. Now just slide down the wall to get the last star in the level.

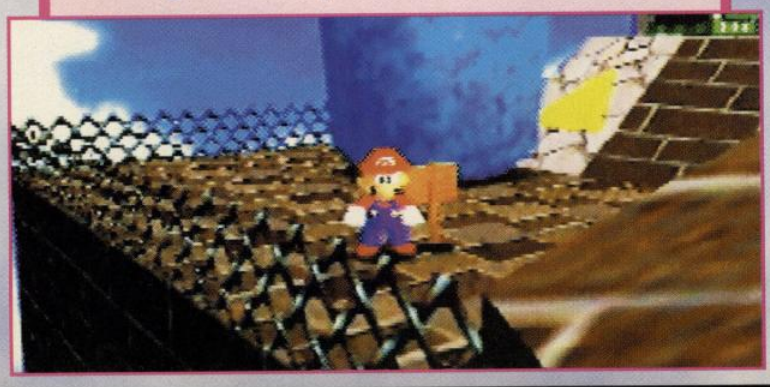






WARP FACTORS

When you meet the first Thwomp at the bottom of the stairs, you'll notice a transparent green box. If you go to the right corner of this area, right near the edge there's a hidden warp point which will take you straight up to the Whomp Lieutenants, avoiding the Thwomps and the Piranhas altogether!



SLIDE RULES

This is the first bonus room you'll come across in the game. Just go up the stairs in the castle to the top balcony and go through the door on the right. Behind the door you'll find three portraits of Princess Toadstool. Jump through the one on the right and you'll find yourself in an orange room which holds the Princess's Slide. As well as being loads of fun to do, the slide gives you the opportunity to stock up on coins and there's also the chance of gaining a couple of stars. To get the first one, all you need to do is finish the course in one piece. This isn't too difficult once you've got used to the speed and responsiveness of the controls, but to get the second star you have to complete the course in under 21 seconds! This is virtually impossible to do without finding a short-cut though. No, we're not telling you what it is!

FEELING GREEN!

PLAY GUIDE

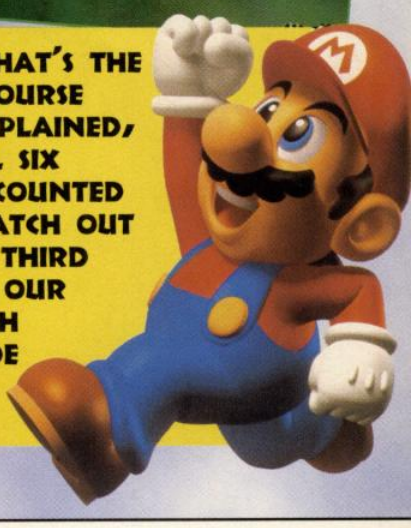
In last month's guide we showed you how to activate all the transparent red boxes to get Mario's special Winged Caps. So this month we'll show you the secret of the green boxes, which transform him into the T1000! This metallic Terminator-style Mario is completely indestructible for as long as the cap lasts.

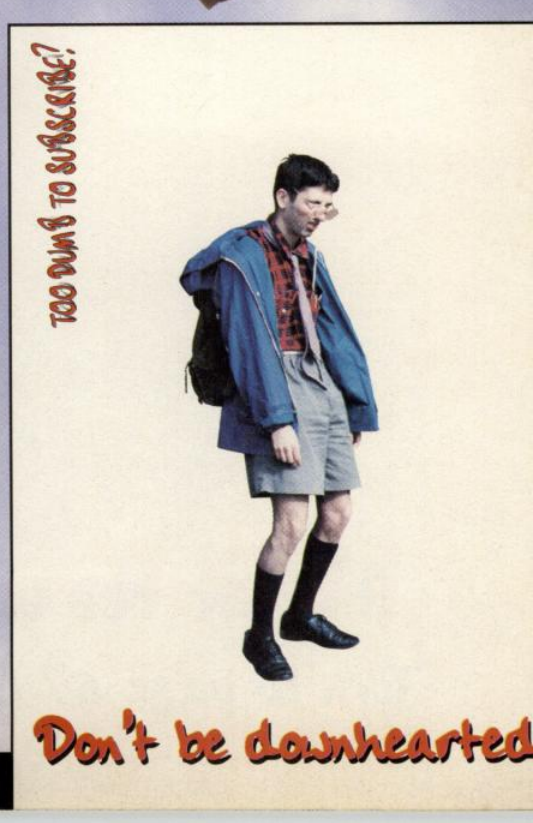
To activate the boxes, you must have earned enough stars to get to course 6 tucked away in the castle basement. Open the locked doors at the bottom of the steps and follow the corridor round to the right. Near the shallow water you'll see a small star door on the right. Go through the door and jump into the pool.

Take the left corridor and carry on straight, avoiding the giant boulders that crash down from the ceiling **(1)**. Follow the arrow right through the next door and jump on the yellow platform, which will take you down to a lake with a huge sea monster. Jump on the monster's back **(2)** and face the door with the red scaffolding at the front, as the monster will swim in the direction you're facing. Go through the door and you'll find another room with a coloured pool **(3)**.

After you've jumped in, Mario will re-appear, this time coated in metal **(4)**! All you have to do is follow the path and jump on the green switch at the end **(5)**. This activates all the green boxes in the game. These come in very handy when the place is crowded with villains, and also allow you to withstand strong currents on the water levels.

WELL, THAT'S THE SECOND COURSE FULLY EXPLAINED, WITH ALL SIX STARS ACCOUNTED FOR. WATCH OUT FOR THE THIRD PART OF OUR MAMMOTH PLAYGUIDE NEXT TIME!





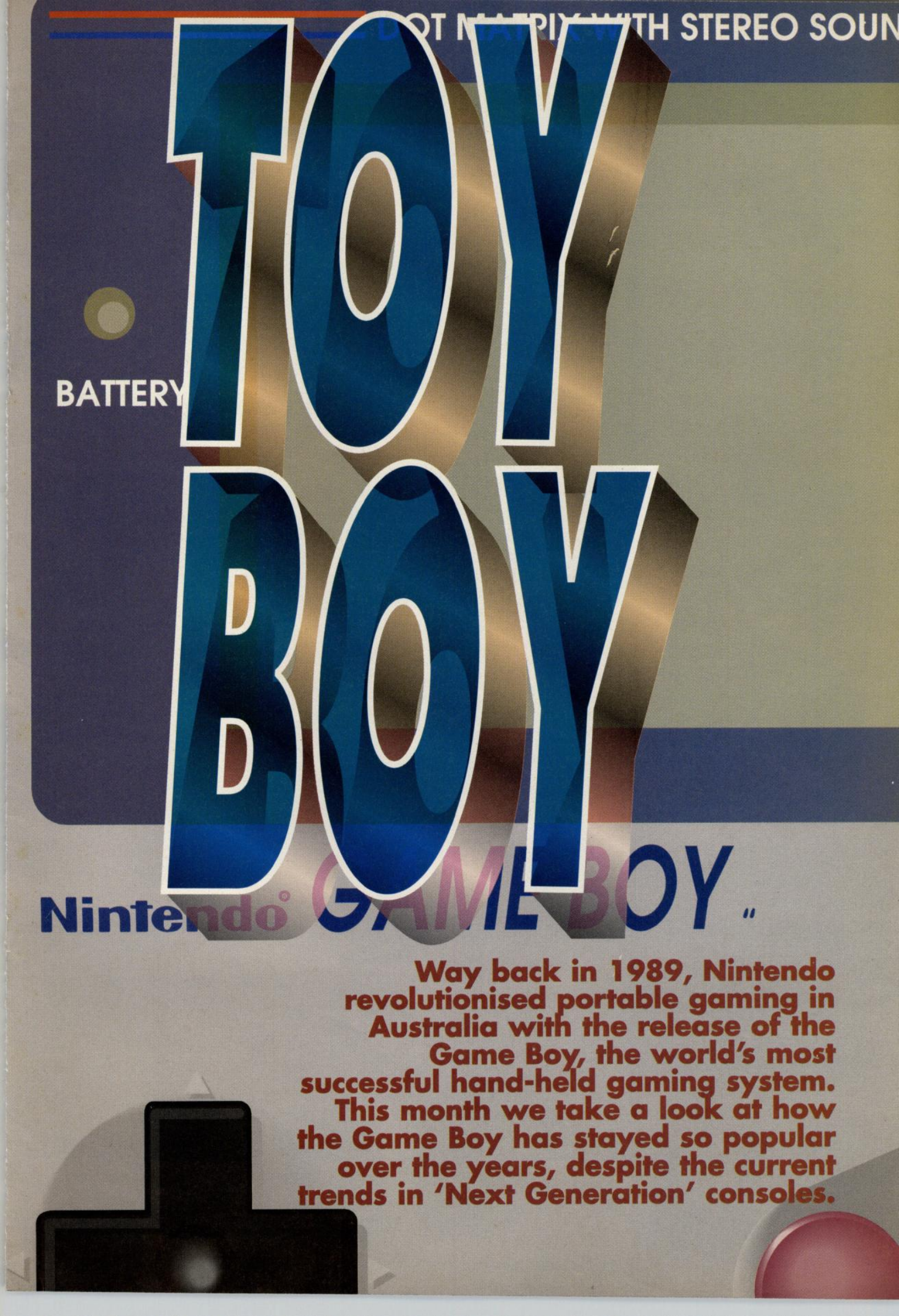
TOO DUMB TO SUBSCRIBE?

You too can see the light!

Just like Bev.

It's not too late - Subscribe to NMS now!

Turn to page 67 before Bev finds his way to your home!


TH STEREO SOUN
BATTERY
TOY
BOY
Nintendo GAME BOY
Way back in 1989, Nintendo revolutionised portable gaming in Australia with the release of the Game Boy, the world's most successful hand-held gaming system. This month we take a look at how the Game Boy has stayed so popular over the years, despite the current trends in 'Next Generation' consoles.

TOY BOY

In these days of rendered 3D graphics, texture mapped scenery and 64 bit technology, it would be easy to overlook the Game Boy's meteoric rise to fame. Released in Australia in 1989, the portable machine's handy size instantly caught the game-hungry public's attention. At last here was a portable game unit that offered players a broad variety of titles, all of which were easy to get into but often impossible to put down! Everyone went crazy over Tetris, the first Game Boy puzzler, and from that point on we were hooked on the world of the small screen.

Along with the Tetris phenomenon, other kinds of games appeared. Super Mario Land, Legend of Zelda and a whole host of others proved to the world that Nintendo's 4-bit machine was definitely here to stay. Since the machine's release sales have shot through the roof, with 48 million consoles being sold worldwide (so far!), and a staggering 218 million cartridges! After seven years of being at the top of portable gaming, the guys at Nintendo decided it was time to re-vamp the original Game Boy and came up with the Game Boy pocket, half the size of the original and even more portable than before!

THE WAY IT WA

JUST SOME OF THE RANGE OF GAME BOY BASED PRODUCTS THAT HAVE APPEARED OVER THE YEARS; NOT ALL SURVIVED MUCH BEYOND THE DRAWING BOARD AND MANY WON'T BE FOUND IN THE SHOPS OVER HERE! SOME ITEMS ARE STILL AVAILABLE TO THE DEDICATED GAMER, BUT OTHERS HAVE PASSED GREATNESS BY IN THE GREAT MARKET OF LIFE.

CARRY ALL
THIS CREATION OFFERED TO SOLVE ALL YOUR TRAVELLING NEEDS IN 'INDUSTRIAL STRENGTH' STYLE.

FOUR PLAYER ADAPTER
A FINE IDEA THAT'S NEVER REALLY BEEN EXPLOITED TO ITS FULLEST POTENTIAL BY HAVING ENOUGH GAMES TO PLAY.

PLAYING POUCH
THIS WAS HANDY WHEN YOU HAD TO RIDE YOUR BIKE OR CARRY LESS IMPORTANT THINGS TO THE BEACH.

COLOURED GAME BOYS
ONE FOR EVERY PLAYING OCCASION. SOME EVEN CLAIM THE YELLOW ONE MAKES THEM PLAY BETTER!

CLASSIC GAMES

TETRIS

The first ever Game Boy game created, good ol' Tetris is still a cracking game to play after all these years. Simple, responsive and incredibly addictive, Tetris is perfect for the hand-held and a great way to while away the hours on those long car journeys! Even if you think you've done it all, returning to the champion teaser is still a rewarding experience.

LEGEND OF ZELDA

The first role player designed just for the Game Boy, and regarded in some quarters as the best ever RPG. The idea of fitting a game as vast as Zelda on to a 4-meg cart is the equivalent of squeezing an elephant in to a phone booth, but somehow Nintendo managed it without losing any of the graphical quality and playability that made the Zelda games so great.

KILLER INSTINCT

The best hand-held beat 'em up, without a doubt. After producing a stunning SNES version of the game, Rare confounded the critics yet again by making the Game Boy KI just as graphically impressive as its 16-bit counterpart, without losing any of the control response and wicked combos that made the original so great.

MICRO MACHINES

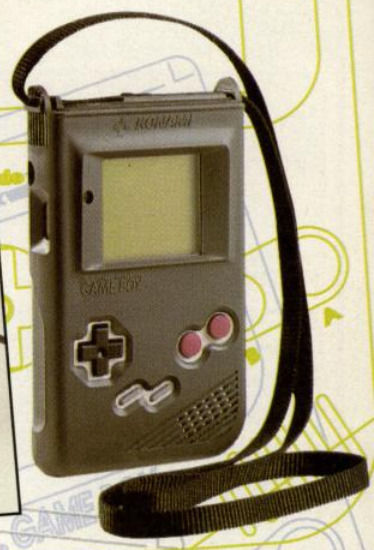
Arguably the ultimate Game Boy racing game, Micro Machines has just the right blend of top graphics, humour and sheer playability. You just can't beat the thrill of burning around the garden shed or drag racing on the toilet seat. Fantastic stuff!

DONKEY KONG LAND.

Widely regarded as the best Game Boy platformer, DKL holds some phenomenal graphics and still manages to retain the playability of the SNES original. Loads of levels, secret bonus rooms and some bad bosses make Donkey Kong Land the ultimate hand-held platform game.

LIGHT BOY
...UNDER THE COVERS, ON THE BACK SEAT OF A DARK CAR... MAGNIFY AND LIGHT!

MAINS ADAPTER
PERHAPS THE MOST SENSIBLE OF ALL THE ADD-ONS. SAVE THOSE BATTERIES!



CASE BOY
KEEP IT CLEAN! A WATERPROOF VERSION WAS ALSO AVAILABLE FOR UNDERWATER TETRIS!

THE SHAPE OF THINGS TO COME

GAME BOY POCKET
RELEASED IN OCTOBER, THE SMALLER, SLIMMER GAME BOY POCKET IS EASY TO FIT WHERE NO GAME BOY HAS GONE BEFORE.

WIN!

Turn to page 10 for a chance to win a fab BoosterBoy!

REVIEW

GAME BO

STEVE GETS HIS FEET WET TRYING OUT THE HAND-HELD JETSKI EXPERIENCE.

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** F1 Race, Cobra Triangle
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Racing

GAME FEATURES

- **PLAYERS:** 1-4 (with Game Link)
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Courses/Class of boat/Circuit/Slalom/Practice

GAME INFO

- **GAME DIFFICULTY:** Easy-peasy
- **FIRST DAY SCORE:** First on the easiest level
- **ALTERNATIVES:** F1 Race, Micro Machines 2

GAME CONTROL

- **RESPONSIVENESS:** Poor

(A) Turbo jet

(B) Throttle

(S) Start: Start/Pause

(S) Select: Nothing

BUOY OH BUOY!

Having just spent the last few hours playing and watching the N64 version of this game, I was brought back down to surf trying it out on the Game Boy. My first reaction was probably a little harsh considering, because in truth the two versions aren't really recognisable as the same game. On the Game Boy, the whole thing is played from above, as in Micro Machines, whereas on the '64 the action's full on in front of you.

WATER CRAFTY

Maybe it's just me, but I believe in calling a Jet-ski a Jet-ski. Not in this though. According to 'Slick' Wilson, who writes the introduction for the instruction manual, we are competing in the National Series Competition for "Personal Water Craft"! The game boasts 16 courses in 8 locations around the world, including the Bahamas and Hawaii – though unfortunately you don't get any time off to explore the islands' après-ski!

IT'S WAVING MAD!

CURRENT AFFAIRS

Apart from the nautical theme, the game has a lot in common with Micro Machines 1 and 2, though it doesn't have the same liveliness. This is partly down to the controls being more complicated and not as responsive, and partly down to its rather sombre image. They take themselves a little seriously, these Personal Water Craft People. On the up side however, the graphics are quite good and it does have plenty of features to give the game lastability, such as the option to choose different boats and courses. It's also a very competitive game, and persistence certainly pays off. The better you are, the more things you can do, like increase the power of your boat. If you win the coveted National Series, you even get to go on to meet the big buoys, the best PWC racers in the world! Oooohhh!!

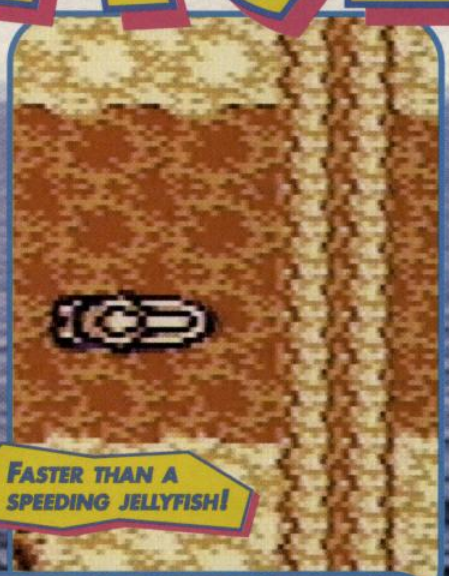
WAVE RACE

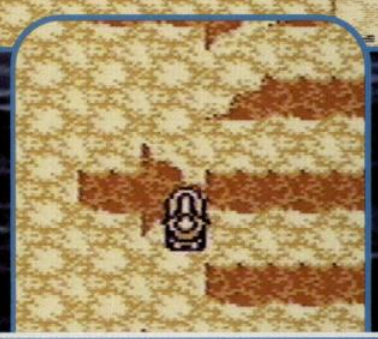
REVIEW

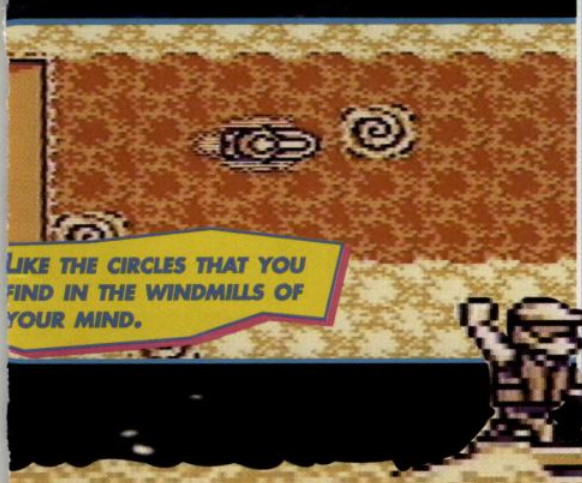
GAME BOY

SLALOM SHUFFLE

But this is all up ahead. First you're going to have to master getting round the courses, which itself is no mean feat as corners and obstacles come thick and fast. The left and right controls are the only two you have to steer your machine with, as up and down are reserved for jumping. Whilst this is perfectly logical (you are on a Jet-ski, after all), it takes a little getting used to, and small mistakes tend to become magnified very quickly early on. It can all become a little bit painful, especially on the slalom course. Watch out for dolphins and octopi, both of which help you on your way. The dolphins give you excellent control and invincibility against course obstacles for a brief period, while picking up an octopus lets you steal other boats' power when you run into them.



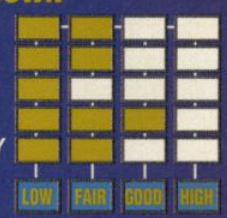




COMMENT: WILL

Wave Race is all right as it goes, and a good starting point for racing games on the Game Boy, but Micro Machines mastered this genre a long time ago. Despite the extra features, the graphics, and the technical stuff, this one didn't make waves for me. The Game Boy isn't really capable of convincingly portraying a fraction of the excitement of the sport itself, particularly when we've seen what the N64 has on offer just two desks away! They could be beetles running round a track for all the difference it would make. Hey, that's a good idea for a game...

BREAKDOWN



LONG-TERM INTEREST

GRAPHICS

▼ Nothing to race home about.

49

SOUND

▼ Keep a tap running in the background to liven up the effects.

58

PLAYABILITY

▼ Tricky at first. OK if you're a clock mender or a micro biologist.

60

LASTABILITY

▲ A fair range of courses and linking up Game Boys increases it's life.

70

OVERALL

Don't compare this to the N64 game and you might find it OK. Mmmm...

61

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo/HAL Laboratory
- **PREVIOUS NINTENDO TITLES:** Tetris Attack, Kirby's Dream Land
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Puzzle

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty levels, Music on/off

GAME INFO

- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Reached Dedede on normal level
- **ALTERNATIVES:** Adventures of Lolo, Breakout

GAME CONTROL

- **RESPONSIVENESS:** Good

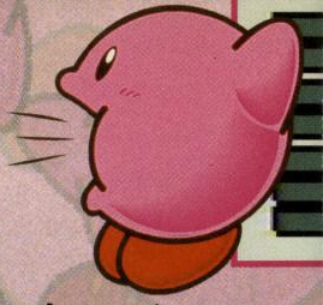
(A) Hit Kirby

(B) Nothing

(S) Start: Start/Pause

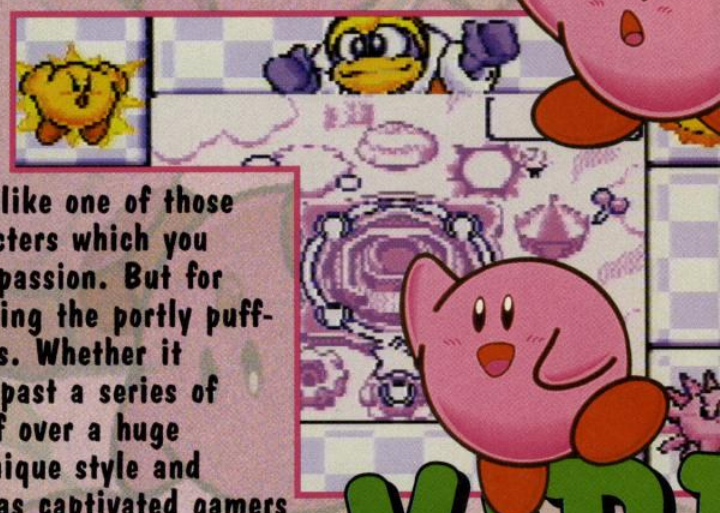
(S) Select: Nothing

Pink is the colour



Kirby is one of Nintendo's most popular gaming characters and after a few months break the pink blob is hard at work again with titles like Ghost Trap, Fun Pak and now Kirby's Blockball on the Game Boy.

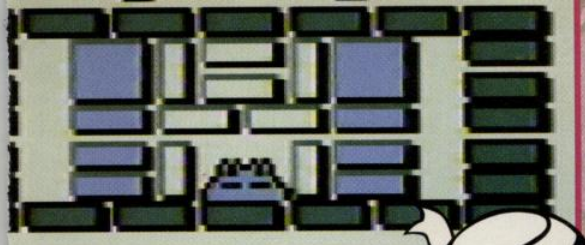
Stuck in the middle

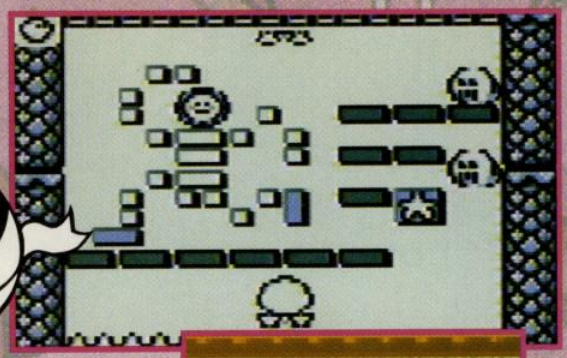


At first glance, Kirby looks like one of those awfully cute Nintendo characters which you either love or loathe with a passion. But for some reason the games starring the portly puff-ball are always a big success. Whether it involves chomping your way past a series of villains or playing crazy golf over a huge chequered course, Kirby's unique style and special brand of gameplay has captivated gamers all over the world. This new adventure sees the Kirbster battling the evil King Dedede in a bizarre puzzle game where Kirby is the ball!

Knock 'em down

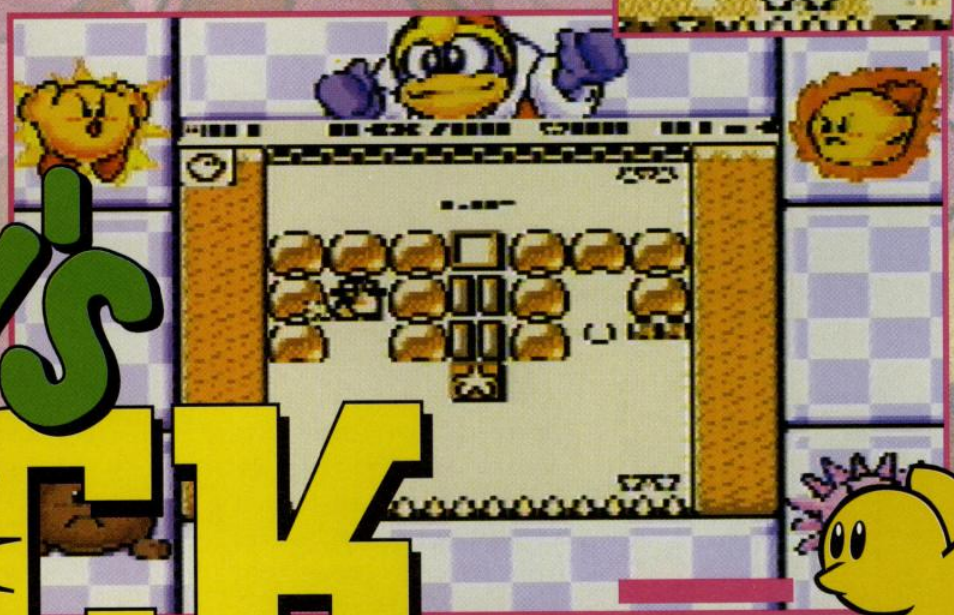
The aim of the game is very simple – a selection of coloured blocks appear on screen and you must use Kirby as the ball to smash every block before going on to the next stage. However, some blocks are stronger than others and can take more than one hit before they disappear (those developers at Nintendo eh? Little tinkers they are!). Sometimes you'll have to inflate your little pink pal to destroy the blocks, and different characters appear on screen from Kirby's other games. These guys will reveal special bonuses when they're hit, like breaking your ball into two, changing the blocks on screen and a whole host of new moves for Kirby.





Boss off!

There are ten different levels in the game, each with five stages of block-busting action and a big boss to fight at the end. As you clatter through the game you'll find that the bosses get gradually harder. They'll try and stop our rosy inflatable in any way possible, like firing shrinking missiles at your bat and making spikes appear from the wall to leave Kirby permanently punctured.



KIRBY'S BLOCK BALL

Comment Enzo

When I first saw Kirby's Block Ball, I thought it looked like the kind of thing I'd give to my kid sister for her first taste of puzzle gaming. But get beyond the simple graphics and even simpler game engine and you'll find this is actually not bad. It reminds me a lot of BreakOut, one of those classic 80s video games, and it's got that simple but addictive quality that sets a good game apart from the rest. I'll admit that the idea of hitting a pink marshmallow with a lump of wood isn't one of those classic puzzle game scenarios, but what it lacks in sanity it certainly makes up for with playability and all round appeal. Don't let the childish look of the game fool you – there's much more to this than meets the eye!

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

◆ Not exactly DKL2, but the sprites and backgrounds are clear enough and respond well to the game controls.

78

SOUND

◆ If you're into Kirby's tunes, then you are a very sad individual indeed.

68

PLAYABILITY

◆ Great! The basic rules of the game are dead easy to learn, but difficult to master. Totally ace and addictive!

91

LASTABILITY

◆ The introductory levels are a breeze, but the final worlds remain elusive.

79

OVERALL

The Kirb crawler's done it again. The idea of the game's really simple, but it plays very well.

84

REVIEW

GAME BOY

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** Tetris, Tetris Blast
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Puzzle

GAME FEATURES

- **PLAYERS:** 1-2 (with Game Link)
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Endless

GAME INFO

- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Reached stage 11 on Stage Clear
- **ALTERNATIVES:** Other Tetris games, Wario's Woods

GAME CONTROL

- **RESPONSIVENESS:** Good

(A) Switch items

(B) Raise stack

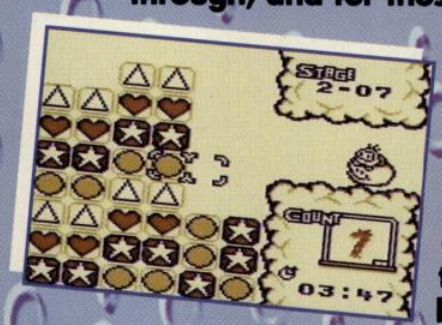
(S) Start: Pause

(S) Select: Nothing

TETRIS ATTACK

I CAN QUIT WHENEVER I WANT. HONEST!

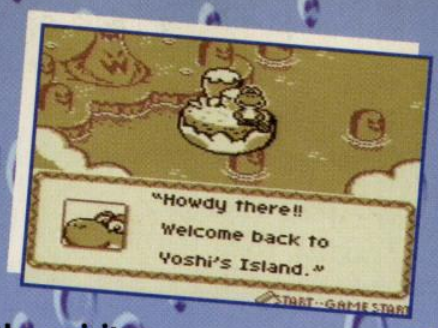
We've all done it, haven't we? 'Oh, I'll just play one more game...' Three hours later you're still there. Going on a Tetris fix is one of those rites of passage we've all been through, and for those of us who are safely away from the addiction, it all seems a little bit foolish in the cold light of day. Approaching a recovered junkie with a new Tetris game is a dangerous business - the rush of seeing that line disappear may be too tempting for even the hardest will to resist. So we have to warn you that Tetris Attack on the Game Box is as addictive as any of its predecessors, perhaps even more so. But what's the use in me telling you- you'll do it anyway, won't you? We can only warn you of the risks.



BRICKS AND TORTURE

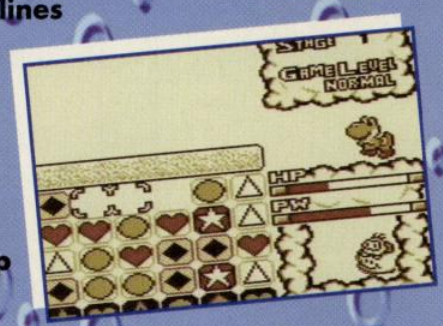
The Endless Mode lets you practice as much as you want with no pressure. The function available on the SNES where it teaches you how to destroy your enemies, doesn't exist here however. If you've got the technology, you can wire up two Game Boys for a head to head with a friend, but my guess is that this a quiet vice best enjoyed in private.

REVIEW
GAME BOY



OUT OF SHAPES

It's no real surprise that Nintendo have managed to make Tetris Attack hook you in to the point of hypnosis. What is surprising is that they have managed to keep the spirit of Tetris alive in a game which, although as deceptively simple as the original, is actually structurally different. It is a variation of sorts, but it's not just having to match colours as well as shapes - there only is one shape! The game consists of a pile of square boxes, all of which have a symbol on them (a triangle, star, or heart) and you have to swap them about until you match them up in groups of three or more, at which point they disintegrate in that reassuring way we all love. You can line them up vertically or horizontally, but you can only swap them horizontally, so a lot of mad jiggling is necessary. The other difference with Tetris is that the lines come up from the bottom rather from the top.



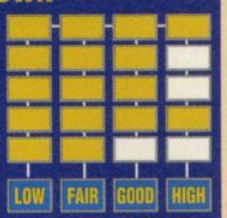
BOXING CLEVER!

Unlike Tetris, you can't really make bad mistakes with this game, as you can swap things back again immediately, which makes for more relaxing gameplay. This does tend to slightly take the edge off that 'I'll do it this time' urge however. It's stripped of a lot of the fancy graphics from the SNES version too, though Yoshi and friends are still there. It's also one of the few games around where that makes very little difference. As with the SNES, there's a wide range of available options, including playing against the computer in all-out warfare, timed games, and a puzzle mode, which is very easy to start off with but gets very frustrating as you get a little way into it. Here you're given a set amount of moves (often as little as one!) to clear the whole screen.

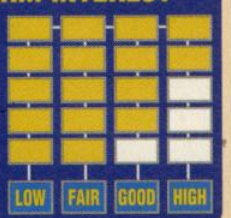
COMMENT LOU

After Tetris, Tetris 2, and Tetris Blast, some might think that Nintendo have exhausted the genre. This is definitely the most comprehensive Tetris game so far, and it is difficult to see where they could go from here (but you never know, do you?) The strength of Tetris is in its simplicity, and so the more they add to it, the more they risk the game losing its appeal. Tetris Attack wisely keeps the game simple, and surrounds it with lots of nifty options. We hesitantly welcome this new arrival - but keep it away from us for a while, will you?

BREAKDOWN



LONG-TERM INTEREST



GRAPHICS

◆ Never really the point of Tetris games, but nevertheless it looks stylish enough. Simple and uncluttered.

86

SOUND

◆ Bit tinny, but a nice swooshing sound when you swap the blocks.

76

PLAYABILITY

◆ Addictive as ever, and none of the agony of putting an L-shaped thing where you shouldn't.

90

LASTABILITY

◆ Something that you'll play to death, leave, and then come back to on a rainy day. A hard habit to lose completely.

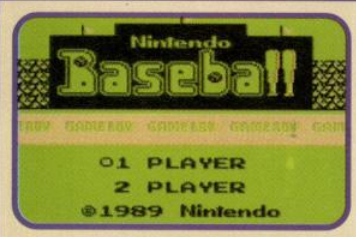
92

OVERALL

Manages to be simple, stylish, and addictive – a worthy new addition to the Tetris clan!

90

REVIEW
GAME BOY



GAME CREDITS
- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** Mario Tennis, Mario Golf
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Sports sim

GAME FEATURES
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Game modes, Number of players

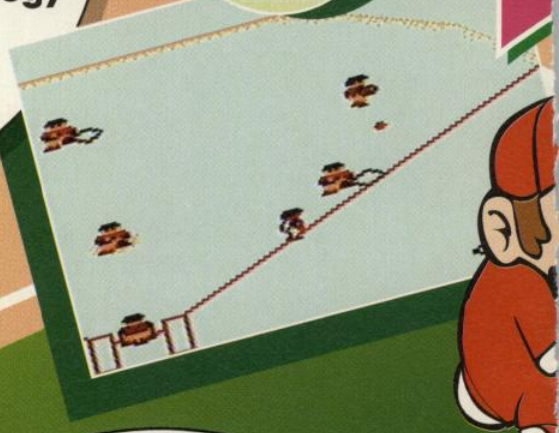
GAME INFO
- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Won three matches in a row
- **ALTERNATIVES:** Big Hurt Baseball

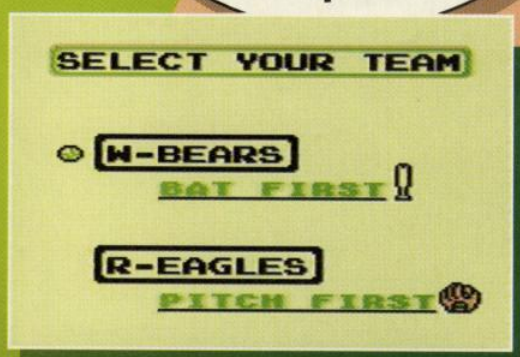
GAME CONTROL
- **RESPONSIVENESS:** Very good

- **A** Strike/Pitch
- **B** Run to base
- **S** Start: Pause/Change pitcher
- **S** Select: Nothing

BASIC INSTINCT

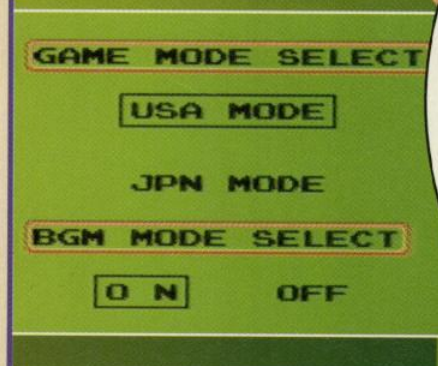
The bases are loaded and it's time to hit that Home Run as Mario and gang are back on the Game Boy with this contribution to baseball's attempts at world domination. So, do you reckon you've got the skill, strategy and determination to win at America's most popular sport?

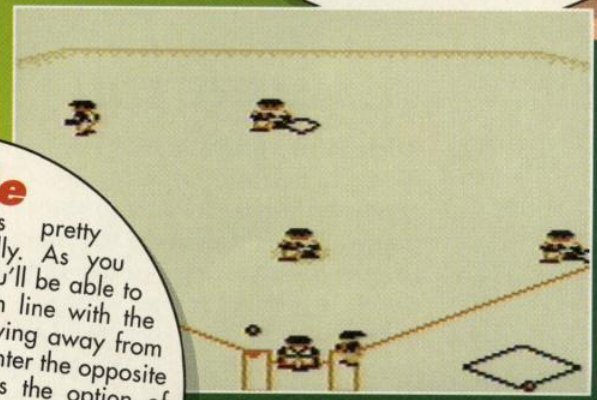




Playing the field

Nintendo's new title features four selectable teams and two different gameplay modes. In USA Mode all the pitchers are programmed to throw faster and they also have more stamina, but they have trouble with throwing change-up pitches. You'll also find there are more left handed players in the USA Mode. As well as pitching and batting, there are a number of players in the outfield to block the ball or catch a flyer. There's also four infielders on each base and a number of others surrounding the diamond. Each type of fielder has different characteristics, so the in-fielders can throw quickly but not very far. The outfielders, on the other hand, have arms like siege guns, but the speed of the throw is poor. The game has an 'auto defence' feature which means that both kinds of fielders are semi-automatic. For instance, if the ball flies into the air and lands directly onto the fielder, he'll catch it automatically. The fielders can also be moved by using the D-Pad once the ball has been hit.

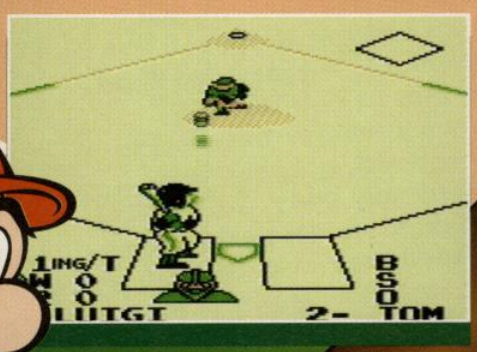


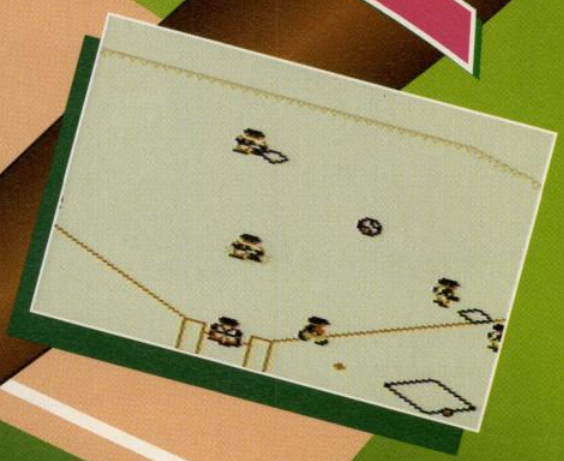


Plate

The batting is pretty straightforward really. As you step up to the plate you'll be able to move the batter more in line with the pitcher if the ball is swerving away from you, or further back to counter the opposite swing. The batter also has the option of taking a full swing or a bunt, which is the baseball version of a forward defensive stroke in cricket. This comes in very useful if all the bases are loaded and you need to get your men back off the field, and there's no chance of being caught out either!

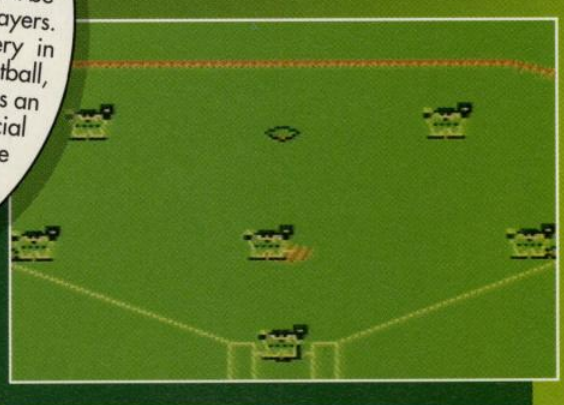
BASEBALL





Pitch and Putt, (putt, putt)

You'll have a choice of four pitchers, and depending on which side you choose, there'll be a selection of left and right handed players. There are many different kinds of delivery in baseball, ranging from the good ol' fastball, which can be delivered at around 100 miles an hour, to curveballs, sliders and the special change-up pitch which bends up in the air when delivered! Try and vary your pitches as much as possible to keep the batsmen on their toes.



COMMENT - STEVE

Could do better. Graphically speaking, the batting and pitching sprites are fine, but when it comes to the out fielders the animation is painfully slow, and there aren't enough gameplay options to hold your attention for too long. The controls for pitching are really good, with heaps of variety, and the batting's sound as well, but everything just moves at snail's pace! Maybe we're all a bit spoiled for choice after Big Hurt Baseball and Ken Griffey Jr, but to be honest this looks dated and probably won't fill out the full four quarters!

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■		
CHALLENGE	■	■	■	
REFLEXES	■			
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■	■		
MONTH	■	■		
YEAR	■			

GRAPHICS

◆ Sprites are fairly well defined, but the movement's very slow.

71

SOUND

◆ Oh dear! But how do you put a beat to baseball?

50

PLAYABILITY

◆ Pretty good at batting and pitching, but fielding can be a nightmare.

74

LASTABILITY

◆ You'll soon call a time out unless you're a real fan.

62

OVERALL

This could have been an excellent game, but it's badly let down by jerky animation and slow gameplay when it comes to catching and fielding.

65

TOY STORY

Toy Story is one of the few film-to-game conversions around that's worthy of your attention. Whether you liked the film or not, Disney's blockbuster has to be admired for the lush graphics and varied gameplay. So, without further ado, let's take a detailed look at one of the most impressive platform games of the year.

THE TOYS ARE BACK IN TOWN

As you all know, the game follows the same plot as the film, with the first level taking us to Andy's bedroom where all the other toys are getting slightly anxious. It's Andy's birthday and Woody, Andy's favourite toy, is on a mission to find out if his days as the leader of the gang are numbered. It's a pretty straightforward platform level, where Woody must find the Bucket 'o' Soldiers and release the troops. Then you'll have to find one of the baby monitors to give to the soldiers, so you can take messages from the front line. Along the way you'll have to watch out for renegade planes and trains, but one crack of your pull-string will keep them tied up for a while at least. Use the lettered blocks and tennis balls to go up to higher platforms, as there are plenty of stars to find. It's important that you grab the stars whenever you can as they help you to earn continue points for the rest of the game.

CAUGHT IN THE ACT... NEARLY!

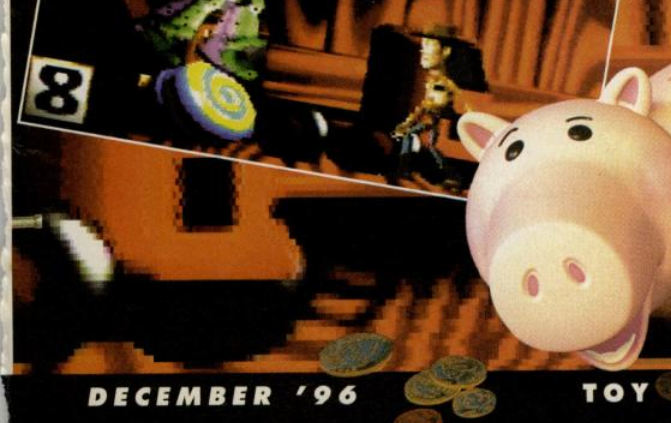
When Andy's not around, all his toys come alive and have their own adventures, but they must never allow the boy to catch them in the act or their cover will be blown. With all the chaos surrounding Andy's birthday, the toys are in a panic and it's up to Woody to put them away in their proper places before the young whippersnapper gets back to his room. After a few goes, you'll be able to put all the toys away with plenty of time to spare, so you then go hunting for the stars. These are fairly easy to find, as most of them are hidden above the lettered blocks that trap the toys, so when you come to the stars just jump up to get them and release the toys afterwards.

SPACEMAN, I ALWAYS WANTED YOU TO GO...

Oh no! The worst has happened. Andy's got a brand new toy for his birthday by the name of Buzz Lightyear. This guy's a fully armed space ranger with an attitude to match, and he doesn't even realise that he's just a toy! As you might expect, all the others are in awe of the shiny new spaceman, except for Woody that is. He's pretty racked off about the whole thing and to prove that he's just as good as Buzz, he foolishly challenges the new boy to a race around Andy's bedroom. The race course is the toughest level in the game so far and will take all your gaming skills to complete it unscathed. As well as using his pull-string to trap the sharks and clowns that pop up everywhere, Woody must use it like a lasso to clear some of the huge gaps in the course by catching hold of hooks suspended in mid-air. Just after the halfway point, you'll find a piece of rope tied between two platforms. If you jump up from the left, Woody will automatically cling on for dear life, but getting off at the other end can be tricky. Once you've avoided the sharks, carry on until you go a little way past the end, and then hit the jump button to land on the wooden platform and grab the bonus cowboy hat. Good rope skills are vital to survival in this level, and you'll have to be precise when aiming for those hooks or it's curtains for our Woody. Oh, and don't worry when you can't beat Buzz; you're not meant to anyway!

OH NO, WHAT A NIGHTMARE!

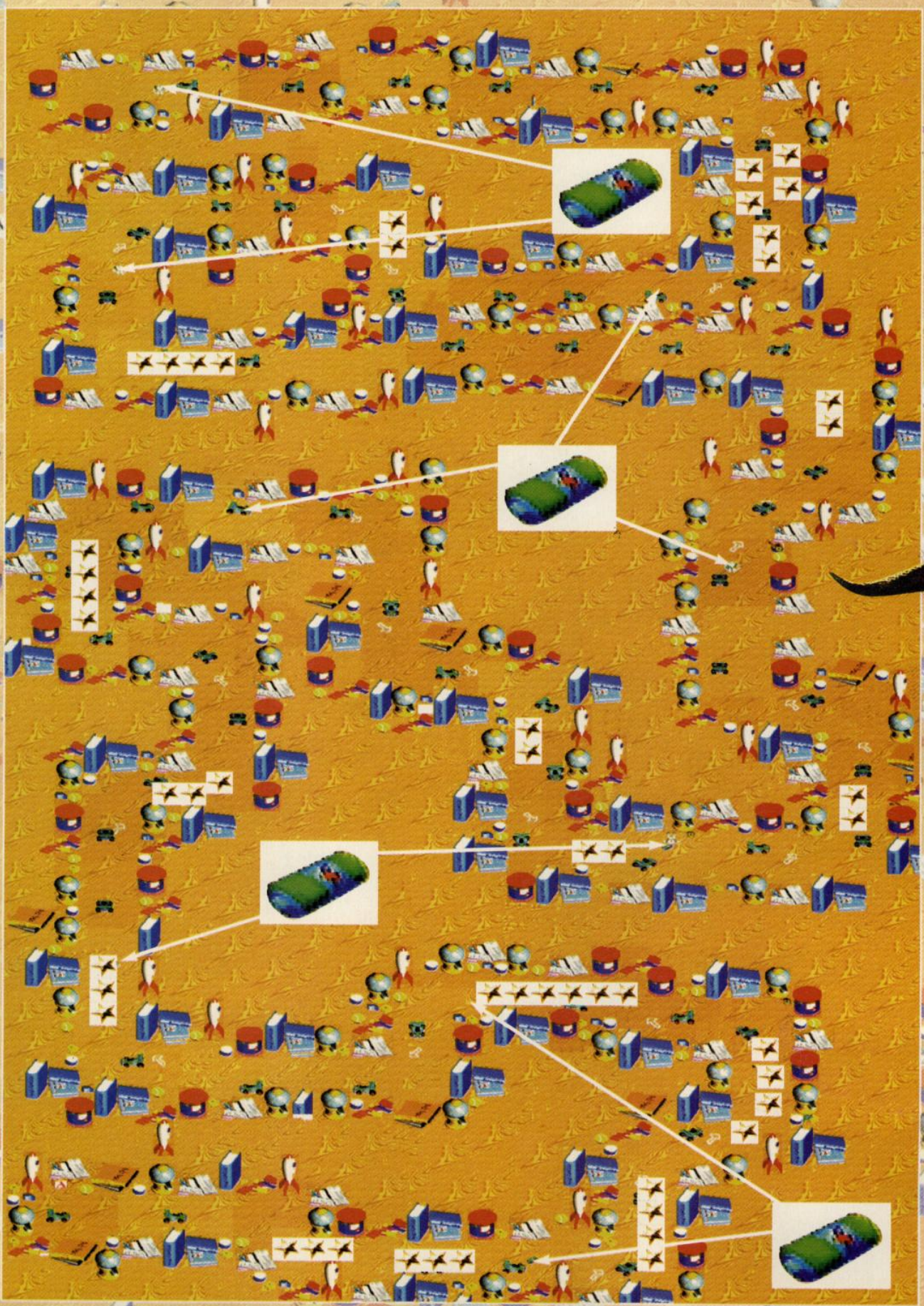
Beaten in the race by Buzz, laughed at by the other toys and relegated to second favourite by Andy, Woody decides to try and solve his problems by having a nap. Unfortunately, the experience with the space ranger seems to have mentally scarred our hero, who has a nightmare about being attacked by a giant Buzz Lightyear! At the start of the contest, go to the left side of the screen and wait for Buzz to appear. When he does he's surrounded by seven fireballs, aiming his laser directly at your little head. Jump over the first shot and while the laser is re-charging, walk up to Buzz and lash out with your pull-string to get rid of one of the fireballs. Keep repeating the process until there are none left, and after he's fired you can lash him in the face with the pull-string. Four or five clean shots should see off the space ranger from hell.



PLAY GUIDE

A DEVIOUS PLAN

Woody soon realises that Buzz has just about taken his place in Andy's affections so when Andy's mum says only one toy can go with him to Pizza Planet, Woody's convinced that Andy will take Buzz. To prevent this, he devises a cunning plan to hide Buzz behind the cupboard so he can go in his place. There's nothing too difficult in this level, just make sure you grab the batteries that Buzz leaves behind when bumped, and if the controls on the D-Pad keep leaving you in a spin, use the L and R buttons for more subtle turns. Grab all the stars and you'll earn yourself an extra life too.



REVENGE!

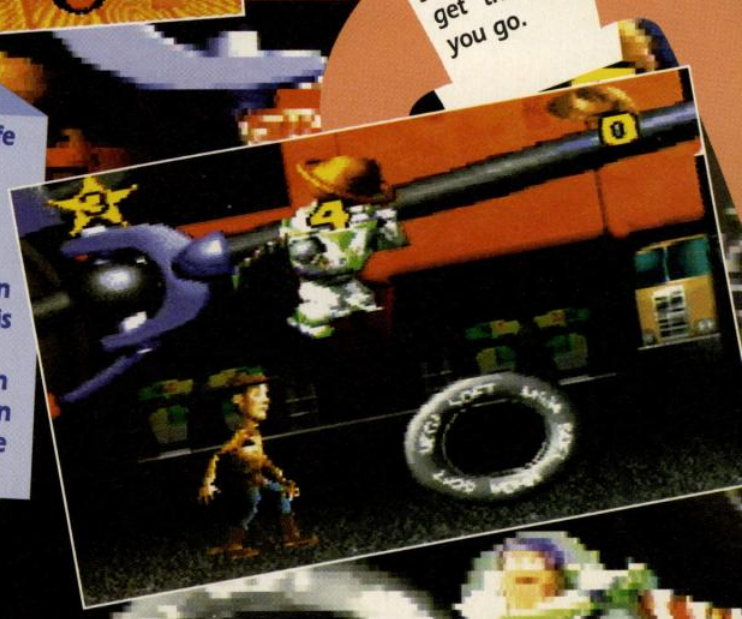
Woody's plan goes disastrously wrong when he gets a little too eager with the car and sends Buzz hurtling through the window! The next level sees Woody trying to fight off the rest of the toys who are now out to get their former leader for his dirty deeds. Poor old Rex the Dinosaur hates any kind of confrontation, and in trying to stop the other toys from getting Woody, he finds himself public enemy number one. Your job in this stage is to help Rex across the bedroom whilst avoiding the irate toys. You'll find the stars on the higher platforms, and they need some deft pull-string skills. Don't forget to touch the marker flags along the level though, because if you forget, when you die you'll find yourself right back at the start.

RIDE 'EM, COWBOY!

The chaos in Andy's room continues as the toys are still keen to get their hands on Woody. But Rex, sensitive soul that he is, decides to help Woody escape from the bedroom as thanks for Woody's help in the previous level. Woody mounts Rex and races across the bedroom (which scrolls automatically) the aim being to jump over the other toys which come at you from varying heights. In this stage it's easier to stay in the middle of the screen, as you can see any trouble in front and from behind. All the stars in the level are at the same height, so you can just jump up to get them as you go.

YOU DIRTY RAT!

After avoiding the wrath of the other toys, Woody thinks he's safe in the car with Andy and his mum. But Buzz is tougher than Woody realises and grabs hold of the car's bumper as it speeds off. When it stops at a service station, Buzz catches Woody and he's in a real bad mood. The aim of this level is to tire the spaceman out by avoiding his bull charges. This is easier said than done as Buzz comes at you pretty quickly, and Woody only has his trusty pull-string and an old tyre to help him. To trap Buzz, go to the left of the screen and wait until he starts spinning round, then quickly hit the old tyre three times to send it flying, crashing down over Buzz. If your D-Pad skills are good enough, you can avoid the spins and collect the stars that Buzz leaves behind.



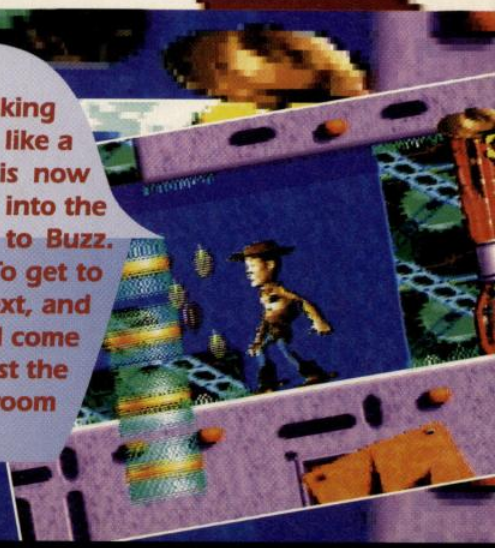
PLAY GUIDE

PIZZA PLANET

While the two toys are fighting they both end up tumbling out of the car into the big wide world. Scared and confused, they decide to go into Pizza Planet in an effort to find Andy. Disguised as a burger and a soft drink, they must tip-toe their way through the restaurant, avoiding the falling burgers and hot dogs, drinks machines spewing out endless cans and even kids chasing after paper planes. In this level, the falling food and drinks machines are pretty easy to avoid. There's no way of avoiding those giant legs though, so as soon as you see a paper plane go past, hit down on the D-Pad to make Woody crouch into the cup and the kids will just keep on running. Try not to bump into Buzz either, or you'll end up losing lives. The stars are fairly easy to find, but watch out for the falling fries that are nearby.

RAGE AGAINST THE MACHINE

You're now coming to one of the toughest levels in the game. Whilst walking round Pizza Planet, Buzz gets himself distracted by a strange machine looking like a spaceship. Thinking it's his ticket outta' here, the spaceman climbs in and is now trapped inside the belly of an arcade machine. To rescue him, Woody must climb into the workings of the machine and cross the different cogs and contraptions to get to Buzz. Hazards litter the playing area, like exploding fuses and disappearing platforms. To get to the end, try to stay on the platforms as long as possible before jumping to the next, and time your jumps carefully to avoid the propellers. Near the end of the level you'll come across a line of exploding fuses. When you get here, negotiate the fuses, run past the other obstacles and jump into the wall. You can now jump up to a secret room where you'll find a bonus cowboy hat.



YOU'RE DOOMED!

The perspective changes in this stage as Woody must find four green aliens trapped inside the arcade machine. You'll also get a 'Woody's eye-view' of the surroundings as the graphics change to 3D, which makes a change from the usual side on view. This stage isn't that difficult – all you have to do is search for the four alien dolls and bring each one back to the start of the level.

ESCAPE FROM SID'S BEDROOM

Nasty next door neighbour Sid manages to capture both Woody and Buzz, which could spell the end for them 'cos all of Sid's toys get broken up and 'altered'. This is the toughest platform level in the game as it's full of hazards such as fireworks, spiders and falling darts. You'll have to swing across gaping chasms and cling on to rusty old chains while avoiding huge fireballs. Shortly after the start you'll see a bonus cowboy hat underneath the platform you're on. Use the bottom hook to swing underneath the platform and grab the hat. You'll probably lose a few lives at first because the fireballs are so difficult to avoid.

PLEASE RELEASE ME, LET ME GO!

The aliens are really grateful to Woody for rescuing them, and to return the favour they'll lead him to Buzz, who's trapped with all the other dolls. To make things worse, Sid's trying to get to Buzz as well using the huge claw to grab him. This level's quite tricky and will take a bit of practice to figure out. Woody must steer clear of the claw and each time Sid picks up Buzz, use the pull-string to knock three dolls into the air, then use the D-Pad to guide one of them to the claw. If you get it right, the doll should hit the claw which will release the spaceman.

THE FINAL CURTAIN

After escaping Sid's room, the final level sees Woody riding on one of the mutant toys in an effort to get out of the house. This level's essentially the same as the one where Woody rides on Rex, but this time he's on a skateboard powered by half a doll (you know the sort of thing!). Watch out for falling beer cans, bombs and the occasional appearance of Scud, Sid's pet dog. Woody and Buzz must race through the city streets on RC Car and if you manage to survive, Buzz will take you up into the air and back to where Andy's waiting. And they all lived happily ever after.

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

anime action

Some great new anime titles hit the streets again in December and they're all out in time to put them on your Christmas list! If you've already exceeded your pressie limit with the bearded one, then don't panic! There's a chance to win You're Under Arrest! and the Cyberpunk Collection if you enter the competitions opposite. We've also got some Patlabor and Castle of Cagliostro tapes up for grabs too! We're full of Christmas spirit here! Well, Will is anyway.

WIN

You're Under Arrest!

"Storm clouds gather over Tokyo as a fierce Typhoon bears down upon the city. Into the darkness and wind steals a mysterious yellow Lancia, taking advantage of the deserted streets to indulge in some high speed harassment. Meanwhile, back at Bokutoo Police Station, is that love, or just negative ions?

Intrepid police officers Natsumi and Miyuki can deal with the chaos of a giant storm. But when they're faced with the challenge of transporting a desperately ill pregnant patient to a specialist hospital during a city-wide blackout, there's no room for error and no time to lose. There is, however, a cop-hating yellow Lancia. The Tokyo Typhoon Rally: no prize for second place."

Episode 2: "Tokyo Typhoon Rally"
4th December. $19.95.
'G'. 30 minutes.

Bubblegum Crisis

Episode 2: "Born to Kill"
4th December. $24.95.
'M'. 30 minutes.

"Megatokyo 2032 AD. The private war between the Knight Sabers and the GENOM Corporation heats up when GENOM recovers the 'Black Box' that controls the USSD satellite weapons system from the wreckage of Aqua City. Mason, the sinister GENOM executive in charge of the project, incorporates the Black Box into his pet project, the SuperBoomer android, and sets his Boomer assassins on the trail of anyone who stand in his way... including a friend of one of the Knight Sabers."

Cyberpunk Collection

WIN

2nd December. $29.95.
'MA'/'R'. 300 minutes total.

This collectors' box set comprises three classic 'cyberpunk' tapes. **Cyber City Oedo** (episodes 1-3) is out on one tape here for the first time. By the director of Ninja Scroll and Wicked City, the tape's packed full of futuristic criminal adventures. **Geno Cyber** (episodes 1-3) is also out on one tape for the first time and follows a professor who messes with powers beyond his control with some dire results for the whole of Hong Kong. The cyberpunk android anime chaos that is **Ad Police** (episodes 1-3) completes the collection.

Anime Action, An Envelope to Enzo, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

I've been getting more and more letters about anime and manga recently so I thought I'd stick a few of them in and try and answer some of your questions. If anyone else has got any queries about anime titles, old or new, just drop me a line and I'll do my best to find out about them.

Dear Enzo,
I LOVE ANIME/MANGA with a passion!! I want to be an anime/manga artist when I'm old enough to. I'm not really good but hey, practice makes perfect!
I've seen Urutsukidoji III - Return of the Overfiend, Akira, 3x3 Eyes (part one and two) and half an episode of Sailormoon. I LOVE 3x3 Eyes and I'm soooooo happy Pai finally got with Yakumo!
By the way, do you know where I could order 3x3 Eyes videos? I can't find part 3 anywhere.
Love, RJC, Albany, WA.

I bet you saw my bit about 3x3 Eyes Part 3 back in our May issue didn't you? Well, I'm afraid that was a bit of a false alarm. I got in touch with the guys at Siren and they say it was pulled from the schedule at the last minute by Manga UK and so far it's never seen the light of day. It may well be on Polygram's schedules for some time in the new year so as soon as I pin them down on a date I'll let you know.

To Enzo,
Where do you get manga or anime videos because I want to start collecting them?
From, Paul Ross, Inverell, NSW.

Good idea Paul! Welcome to the clan! We recommend Chandlers, Sanity and Target stores for all your anime needs and desires. If you ever want to order a title that's out of stock or find out what's available, you can always write to: The Manga Club at 51a Grosvenor St, South Yarra, Vic 3141.

CLUB SCENE Back again next month.

WIN!

We've got three great anime competitions for you this month. Enter any or all of them on this form by answering the questions and filling in your details. Then just cut out the form and send it to us at the address below.

COMPETITION 1

Once again, MadMan Entertainment have let us have a pile of vids to give away and this month it's Episode 2 of 'You're Under Arrest!'. It's rated G so anyone can enter and the first 10 names pulled out of the sack after Friday 27th December will receive a copy. Just answer this simple question.

What city is this episode of 'You're Under Arrest!' set in?

_____

COMPETITION 2

We've got more giveaways than you can shake a didgeridoo at in this issue and this one's courtesy of those nice people at Siren Entertainment. This month's new 'Cyberpunk Collection' is their first giveaway this month. The set contains three great series on a tape each; Cyber City Oedo, AD Police Collection and Genocyber. We've had to make this open to over 15s only because of the ratings so please make sure you give us your age.

What city is affected by the professor's meddling in Geno Cyber?

_____

COMPETITION 3

To satisfy the under 15s, Siren have also let us have two copies of Patlabor (PG) which is directed by Ghost in the Shell's Mamouru Oshii, and two copies of Castle of Cagliostro (PG) to dish out too. Just answer this question.

Mamouru Oshii directed Patlabor but what ace new anime flick did he direct this year?

_____

Name _____ Age ____

Address _____

_____

Town/City _____

State _____ Postcode _____

Phone _____

Send to: XMAS ANIME BONANZA, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

Mail Bag

I can feel the grass grow, I can feel the grass grow! I managed to smuggle in some seeds and I've been growing illicit salad vegetables in the folds of my body. You should see the shape of my tomatoes! I've managed to keep them concealed from Nursie so far, but she'll have a real surprise when I choose the right moment and reveal my ripening crop. Someone in the next ward told me that you can smoke sun dried potato peelings. He does it all the time, but I've yet to see the benefits. I have enough trouble growing roots in my boots as it is!

Bagaroo, bagaroo, baga-roo-roo-roo!

AARON WRIGHT, HOBART, TAS. HE SAY 'BARAKA'

ONE FOR LATER

To NMS,
I have a few questions that I would like you to answer, but you won't just be answering them for me but for MOST OF MANKIND, so answer them please.
1. Issue #1 is not available in the back issues section. How come?
2. I am desperate to get my hands on Issue 1. Is it for sale? It's the only copy of your excellent mag I don't have, and I want it bad.
3. How much did Issue 1 cost when it was first brought out?
4. How much is the #1 copy worth now?
5. Do you have a copy of NMS #1 hidden away somewhere that I or others like me might buy? I AM SO SO SO SO DESPERATE!
Brett Stucbery
Portland, Vic

BLAH BLAH

Les,
I'm sick of all these rookies saying they're your biggest fan, e.g. "Dear Les, Blah, Blah I've been reading since Issue #37." Who cares? What about us veterans? Take me for example" April '93 I've been collecting, which is Issue 1. Rookies - huh! Also I'd like to say that anyone who says that any part of NMS is crap is a jockstrap or a Sega-Lover. Your faithful veteran Moe (as in Moe the Bartender), Vic.
Les, Les, be a man:
Drink a stubbie, not a can.

A jockstrap! I like that, oh, I like that! My friend Laurence has a pet rook called Danny who can say "Gwaaark".

SKY WRITER

To Les,
I'm Luke Skywalker, Jedi Knight and fellow rebel. I'll get straight to the point. I'll make a deal with you: I will help you destroy Skull if you help me stop Darth Vader from trying to destroy George Lucas. That stupid Vader doesn't realise that if it wasn't for Mr. Lucas he wouldn't exist. I've heard that Skull wants to use you on a kamikaze mission, so for your sake and mine, WATCH YOUR BACK.
P.S. May The Force Be With You.
Skywalker, Jedi Knight, NSW.

Oh Luke, I know, I know. Only you seem to understand the pain and misery of the world. There are evil spies lurking in every cranny and crevice, and until the world is cleared of crevices we shall never be rid of spies. I have created, with a coat hanger, a long brush, a mirror and some string, a device which enables me to watch my back at all times, but I had a dream last night that my enemies were to come from the front after all! It's a strange galaxy, Luke, but you are one of its brightest stars. You should be a little nicer to your old pop though.

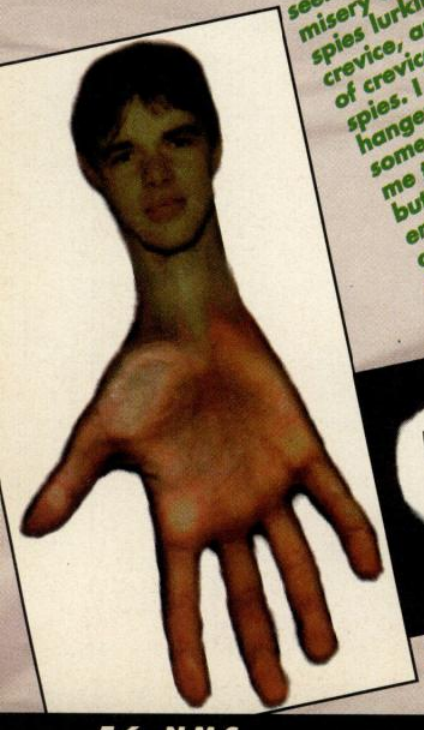
GLIDE LIKE A HAWK

Dear Les,
I've been an NMS buyer for a couple of years now and I thought you gave accurate reviews of games. But of late you have %$@!&* me off. Take the reviews of Dragonheart and Olympic Summer Games. I have looked at other magazines and they all give those games 10 - 15, yet Lou gave them both 90s. Is she being bribed or rating them out of 200? And I bet you don't print this letter.
Mule on Fire, Big KFC Bucket.

Perhaps the other mags couldn't get past the first levels. Heh heh. I've talkened to that nice filly Lou, and she says that she stands by her fashions. We spot wot the rotters cannot, and never, never judge games at a first glance. We get to know the games personally, loving and caressing them, learning their deepest secrets and personal habits. And the Olympic Committee did offer us a couple of torches if we plugged their event.

All the copies of issue #1 that remain are kept in a box at the bottom of my pigeon loft, the whereabouts of which are known only to my pigeons and a small cat called Ralph. Ralph sometimes brings me an issue #1 so that I can tear it into shreds and make all the others worth even more. Why don't you go back in time and get several?

MICHAEL CONROY & SIMON MCKEE NSW "BOMBARDOR" TO YOU TOO



WAYNE WILSON. HE'S A CARD HE IS!

WHAT IS MARIO SAYING IN THIS PICCIE? KRISTEN SMITH, VIC

THAT SHOULD ANNOY SOMEONE! CHRIS HARRIGAN, VIC

BRENDAN...

To Almighty Les,
I have been reading, laughing and reviewing 'Nintendo Magazine'. My first issue was #41 and I am already reading it all the time!! My friends are already asking me if they can look in the magazine. I have already picked out my Christmas present from the magazine. Now Les, I was wondering if you think the two people in Issue #43 had to write in and say those things about you and Brenden. The articles I'm talking about are 'On the other hand...' and 'Listen up Brenden!'. Les, I was wondering if any of the N64 games will be coming out on the SNES too, for example 'Goldeneye 007', 'Mission Impossible'? One last thing: Could you tell me what kind of Star Trek games are available on the SNES? Thanks for everything, Long live Nintendo.
Jeremy Barnes, NSW.

Well, Jeremy (or is it Brendan?) I'm used to people writing in and saying things about me by now. But I can take it. Really I can. I doubt that Goldeneye or MI will see the light of day on the SNES but you never can tell. As for Star Trek, a rather handsome Klingon came to visit me the other day. I've always been partial to wrinkled foreheads. Ever since the warthog incident.

just want to say, Nintendo RULES, Mario's the KING and Les is a LEGEND and Skull and Brendan Green are both d**k heads!
S. Bubble, Victoria.

Brendan must still be Green. He hasn't written in again but I'm sure he'll want to now that he's had such a fine response to his previous ditty. Coo-ee, Bren, come in Bren, come and get it!

PERVERTS!

Dear Les,
Fellow people who read NMS! I have been reading letters and I think that the people who say girls don't play SNES suck. Look with your eyes, you idiots! Read about every girl who has written in and who reads this mag. I am not a girl, but I think that the girls need support because all these boys say that they don't read NMS or they don't play SNES or Game Boy or anything to do with Nintendo. Most of these boys are perverts and idiots so why don't they shut their TRAPS!!!

Seeyah!
Antoni, Cairns, Qld.
P.S. Leave me alone or I'll eat you.

All of my pet boys are perverts and idiots who never shut their traps. I pay them not to.

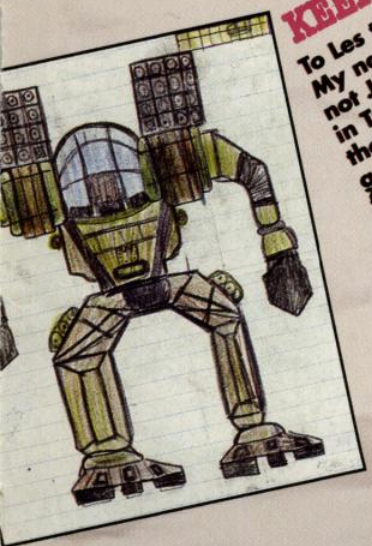
HERO

Les you're my hero. Yay, Les, Yay! Les, Les, Les! Les you're wonderful. Les, you're so clever, Les can I have your autograph? Les you are really cute and everyone loves you! Les you can dance better than anyone. Les you are God. Les you can make the world a better place. Les you should run for King of the World!!!!! Les, Les, Les!!!! Yay! Yay! Yay! Les you are fantastically, wonderful, like clever, smart, intelligently grouse! Did that Make you feel better?
Griffin

Yes, Griffin, it did.

KEEP YOUR HAIR ON

To Les the Moron,
My name is Justin Harley Davidson not Justin Marley Davidson and I live in Trafalgar not Trafalga and I thought I should point this out as it gets on my nerves.
From Rustin Farley Slavidson, Trafolgar.



OH BRENDAN...

First of all, I want to say that NMS is the best mag on the shelves and I read it every month. It's just a pity that losers like Brendan Green bother to read it and write in. Brendan, you are a **** head, and next time you want to give crap to Nintendo and Mario get your facts straight! First of all, you moron, Nintendo is the world's biggest gaming company and they totally whip the pants off the crud machine they call Sega. Mario has been in about twice as many games as Sonic. For example: Dr Mario, Mario's Golf, Mario and Yoshi, Yoshi's Cookie... ...and Wario Land (Super Mario 3), and that's just on the Game Boy. Then you've got Wario's Woods... ...Dr Mario on the SNES, as well as all the NES games too! Brendan, you are a *¶•§ ∞¢ §%$&9 and if you touch Brendan Par Par I will personally come round and kick your arse! Got it? Good! Lastly, I

Take no notice. They only let Dr Death out on Thursdays for a short while and it's his way of saying thank you.

HEY LES(BEAN)

I'm really #@$% with you! You pathetic excuse for a human! You are an insult to the human race! Skull should have destroyed you when he got the chance. You worthless piece of &*$%.
Monsieur Death, Hell

SAVE ME!

Lord Les!
It is I, your Sith bodyguard Dark Jedi, once more. My battle base is under relentless attack by Skull Warriors! A top platoon is heading toward the NMS citadel to assassinate you! The past two letters I have written have gone unanswered - time is running out!
Urgently request Lestroopers ASAP! As soon as my YT-1300 is fuelled, I will come and protect you, my Lord! Prepare for maximum confrontation!
Dark Jedi.

Oooh. Gotta go. Gotta go save, ya know, huh?

OR ELSE... CHRISTIAN ENRIQUEZ, NSW

I wish I was a donkey,
A donkey I would be,
I'd sit at home and bounce those donkey children on my knee.

I wear my donkey trousers,
And a woolly donkey vest,
And all the other donkeys would know that I'm the best.

Les

Fondle Les's ears. Drop him several lines at:

**Les, NMS, PO Box 14225,
Melbourne, MC Victoria 8001**

email: catalyst@popmail.dircon.co.uk

If you notice this notice you'll notice this notice is not worth noticing
Francis Melano, Student!!!

Skull's Grave Yard

THAT LARDY EDITOR CAME AND GROVELLED BEFORE ME. APPARENTLY THE WHOLE MAG'S PACKED AGAIN, WITH NO ROOM FOR AN ART ATTACK THIS MONTH. PLANNING EH! SO I GAVE UP SOME ADDITIONAL SPACE IN EXCHANGE FOR A LITTLE SOMETHING WHICH I'M NOT GONNA TELL YOU. SAD OLD MAN THAT HE IS, EVEN I DON'T WANT TO LOSE MY JOB JUST YET. TOO MANY BILLS TO PAY! TOO MANY POST-PARTY HEADACHES TO SEE TO AS WELL!
WE PARTY HEAVILY HERE AT THE OL' FUN PALACE, AND A FEW OTHERS HAVE BEEN CASUALTIES TOO. I'LL LET YOU SEE MY PHOTOS AT A LATER DATE, UNLESS I GET A GOOD BUNCH OF BRIBES FROM THOSE WHO KNOW WHO THEY ARE!!

Lord Skull,
I got my SNES early this year and have only collected NMS since #33 but I wouldn't miss it for the world. My best friend used to be a N-head, but, alas, he sold his SNES and got one of those filthy Sony 'Play with yourself' stations. This ex N-head is now only a dick-head who puts down SNES and Nintendo 64 at every chance. I just wish that the N64 would hurry up and be released in Aus to guide this lost soul to the 64-bit light. Many potential 64ers are being lost to that CD-sucking 'PlayStation' crap. Now he threatens to buy a Master System (Sega) 'cause he likes Sonic games, the fiend! I have considered my options, and, given the circumstances, the only option is to dispose of him and his little grey heap of crap. Skull, how should I go about this?
Your faithful N-head, J.D.B.
P.S. You mentioned that the N64 price was $199 US. That's $242 Aus. Is that about right?

Why Nintendo thought that their Japanese customers were so important that they deserved to get their hands on the N64 over six months before anyone else beats me. It ain't just us though, Europe shares the same March 1st release date and it's all down to manufacturing hold-ups and the slow progress of getting the best software just right. The price over here is to be $399. Steep? Wait 'til you play it.

To the stubbiest skeleton this side of Mario's house,
I'm a secret agent working for Les. You're a dead man – oops, it's a bit late for that! The maggots started chewing away at you years ago! Get stuffed!!! You need serious help! skull (notice I use a small 's'), there's no way out of it – I'm going to rip you bone from bone! Feed you to my dog (even though he doesn't like maggot-infested bones), burn you in a bonfire (although it will probably go out because you're as cold as mullet when it comes to getting a date)! Then I might get nasty. Your wife looks like she's been going to Weight-gainers for the last 10 YEARS! HA HA HA HA, cough, splutter and cough for good measure! To that POND LIFE $%&*@ who said he was a spy from Sega, if my dog's bum was as ugly as you I'd feed him to my cat! Skull, I know your next move. Maybe I could come over and give you a game of Mario Kart. Oh yeah, I forgot – you still haven't learnt how to turn the thing on!
From David Morgan, NSW.

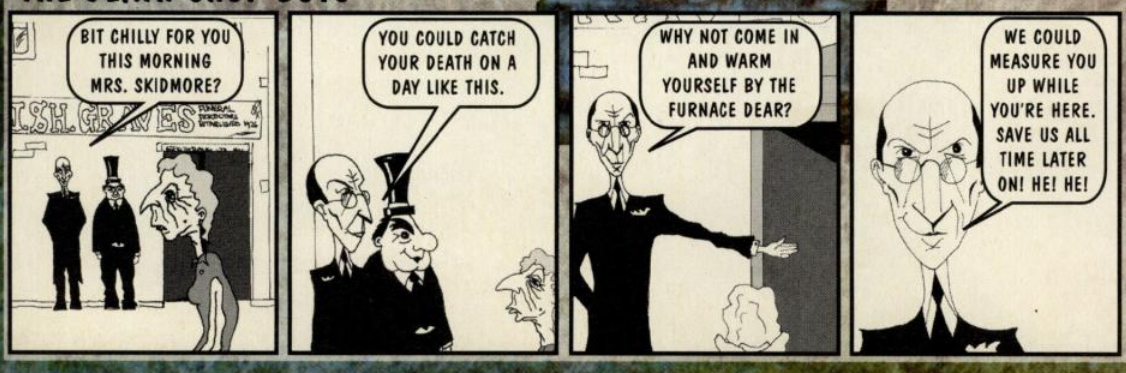
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,
Dead Ant,

You use a small 's' because you're illiterate, child! Chew soil, sucker. You can say what you like to me – your insults affect me as much as a light breeze in Portugal. You're the maggot, but you're not fit to crawl my bones! I'd take you at Mario Kart any day – and your baby sister!

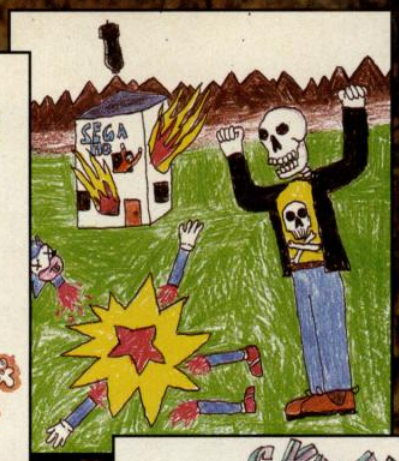
Dear Lord Skull,
I have been collecting this awesome magazine since Issue 20 and have loved every bit of it. Anyway, I would like to ask you some questions, and hopefully you can answer them for me.
1. Will Ultimate MK3 be coming out on the SNES, and if so when?
2. Any chance of Daytona coming out on the N64?
3. Will there be a game like N.B.A. JAM T.E. on the N64?
In Issue #43 I accidentally read Les' mailbag, and a kid called Joseph Towers advised Les to go over to your house and try to bite you and scare you away, but don't worry, because Les couldn't even scare a fly if he tries.
Mark Saliba

1. Yes. Still in its final stages as we speak, but due out in the new year.
2. Why bother with Daytona with the likes of Cruisin' USA coming out. Eh?
3. Yes, there certainly will. We'll give you the details when we have 'em.
I saw a swarm of flies attacking

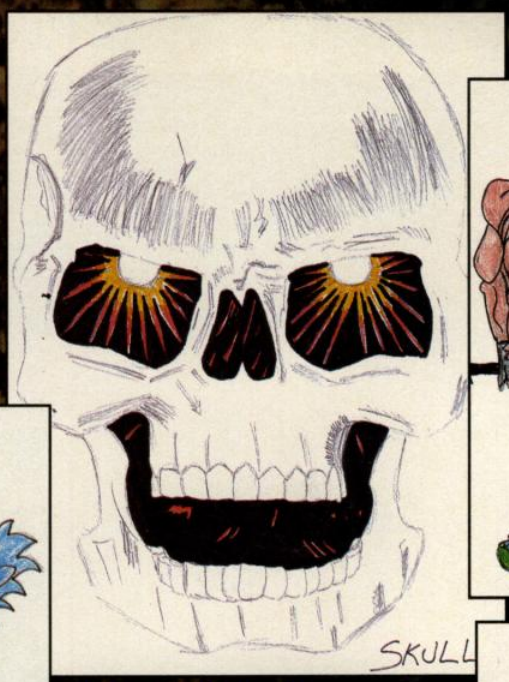
THE DEATH SHOP BOYS


BIT CHILLY FOR YOU THIS MORNING MRS. SKIDMORE?
YOU COULD CATCH YOUR DEATH ON A DAY LIKE THIS.
WHY NOT COME IN AND WARM YOURSELF BY THE FURNACE DEAR?
WE COULD MEASURE YOU UP WHILE YOU'RE HERE. SAVE US ALL TIME LATER ON! HE! HE!

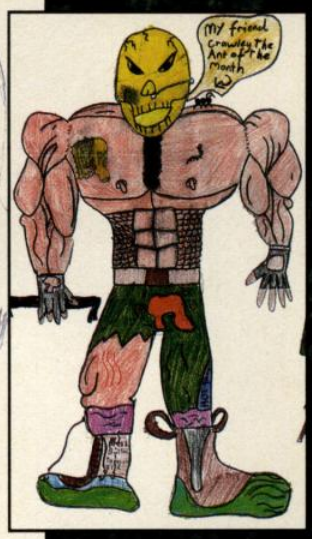
TYSON OSWALD, VIC



KRIS ARCHER, VIC

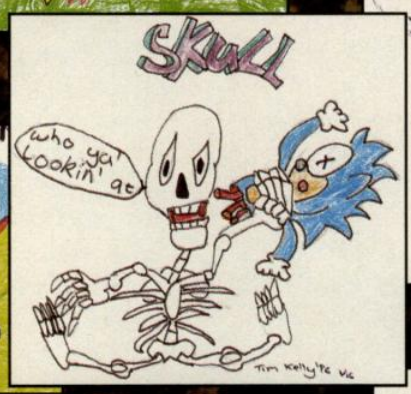


WARREN SALGADO, VIC

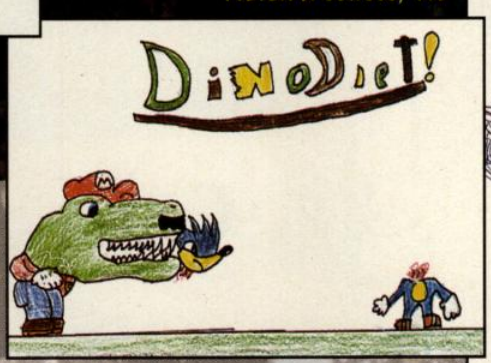


THE MAN WITH NO NAME

TO MUM, DUNNO WHO FROM!



TIM KELLY, VIC, HE LIKES A GOOD SHAKE!



PIETER A SCHOLS, VIC

TOBY CARRODUS QLD

Les the other day. They're strangely attracted to him; must be that smell!

Dear NMS,
I'd just like to say to all the people who voted for Mario that you should piss off and say you are stupid yourself. You are dum Skull and Sonic is the king of the world. Mario is a servent for Sonic KING and if he do'sent do what Sonic says.... BOOM! He's dead. Ha Ha Ha laughed KING Sonic.
From the best girl, Slany Thai, Vic.

The words "sack" "of" "sad" and "spanners" come to mind, not necessarily in that order.

To Skull,
Whoever it was who picked the 1st prize winners of the ID4 competition, can you thank him for picking me? The toys are okay for a fifteen year-old.
Steven Rudolphy.

Yo Stevie, back in the sack again. You get in the mag more times than I do, but at least you get something out of it for your trouble! More'n I do!

Hi Skull,
I'm 11 years old and I buy your fab mag every month the first day it's on the shelves. Enough begging, down to business:
1. Has Rare any further plans for a DKC game on the N64?
2. Do you think the N64 will be any cheaper in three years time?
3. What are the three best flight sims on the SNES?
4. Will KI2 ever come out on the SNES?
S Dorell, Vic.

I'm more than 11, but I don't shout about it.
1. Rare, they say no. Rare, they speak heap good, not with forked tongue, most of the time!
2. Write to the Prime Minister and ask him about his plans for the economy over the medium term.
3. There were only about three weren't there? PilotWings, Air Cavalry, Starwing,... oh, I can't be bothered!!
4. Killer Instinct Gold on the N64 is about as close as we'll get to the arcade demon. Rare, they say no. Rare, they speak heap good, not with forked tongue...

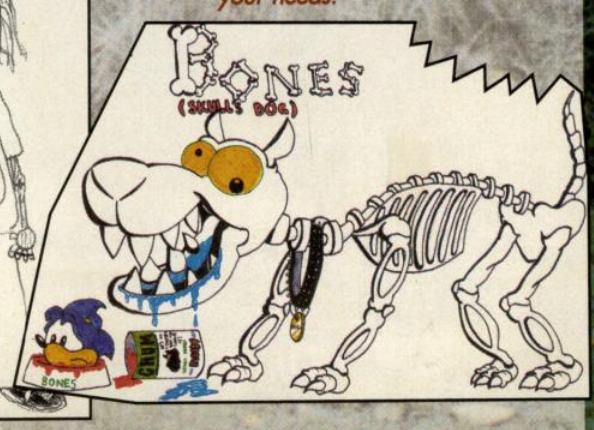
To Skull,
In issue #43 Les called you a skulldugger. He also said he wanted to bite you and scare you away with a syringe but you are not afraid of a syringe are you? Of course not, what a dumb question.
From a Les and Sega hater.

What a dumb question.

This kid sent in two bucks, thinking a bribe would be a way to get his picture into the magazine! Hah, and it worked! Thanx 'Cynical Old Bastard', I'll spend it wisely!

Ho Mighty Skull,
How goes the Eternal Lord of Nintendo? I am Jekkar, Interdimensional Explorer and Demi-God. My wife (the beautiful Orchid) and I have written to ask you the following questions:
1. Can you please publish more Orchid posters (we love seeing her in your mag).
2. That Ashlof Pustamalakah guy called you a faggot (issue #43). Do you like being called a bundle of sticks? Dictionary meaning - Faggot - bundle of sticks used for burning.
3. Will Killer Instinct 64 and Super Mario Kart R be on sale when the N64 is released?
Thanx four yor hellp,
Jekka + Orchid Kahn

1. You want more pictures of your wife in the magazine? Send me some in then we can see her in all her glory!
2. I'm not entirely convinced that Ashlof meant those sort of sticks. I called him a sicko then and I'll call him a sicko now.
3. Dangerous to make any more predictions in the current climate! Everyone, from Nintendo to Les, wants early releases, 'speshally of the KI and SMK clalibre, but getting it perfect sometimes intervenes. Next month we'll be showing off some KI Gold screens and characters to satisfy your needs.



NMS,
P.O. BOX 14225,
MELBOURNE,
MC VICTORIA 8001.

Nun the Wiser

Well hello dare again me little Nintendoids. Oi'm back with a vengence this month to goide all your poor souls back from the brink of despair into the warmth of moi bosom. Now, with Christmas just around the corner, Oi'm organising a Nativity play starring the rest of the parishoners at NMS, to be performed in front of the local branch of the Old Irish Clergy Belligerent Fund (for a small contribution, of course!). Dat young Italian feller will play the part of Our Lord Jesus Chroist. To be honest Oi don't think he was that keen on the oidea, but after being subjected to a few Choinese Burns, he was more than happy to take the role. Oi scoured the whole country searching for a virgin and three woise men, but in the end Oi've had to make do with Lou, young Skully, Les and that noice man who edits the mag! Steve and Will jumped at the chance to play the shepherds, as Steve needs an excuse to wear his new woollen robe and Will confessed that he was actually born in Christchurch and just can't get the sheep out of his system! Anyway, enough of this idle talk, let's get down to business. Earthworm Jim 2 is one of the most splendatious games around at the moment, and Oi thought it was about time to fill you up wid all the cheats in the game!

EARTHWORM JIM 2

CHEATS!

Level Skip	Pause, Select, A, B, X, A, A, X, B, X, Select
Finish level	Select, B, X, A, A, X, B, Select.
Jump to Princess	Select, Left, Right, L Button, R Button, Left, Right, Select
Quiz Debug Mode	A, B, A, B, A, B, A, B
1 Up Cheat	Left, Select, Right, Select, Left, Select, Right, Select
Unlimited Energy	X, Select, X, B, X, Select, X, A
Unlimited Ammo	Select, X, X, X, X, X, X, Select
Invincibility	A, A, X, A, Left, Right, Right, Left
Map View Mode	Select, Select, Select, Select, Select, Select, Select, B
Mucus Bomb	X, X, X, X, B, B, B, B
Continues	Y, Select, Y, B, X, B, X, B
Plasma Gun Cheat	X, X, X, X, A, A, A, Select
3 Barrel Gun Cheat	X, X, X, X, A, A, X, Select
Homing Missiles	X, X, X, X, A, A, B, Select
Bubble Gun	X, X, X, X, A, B, A, Select
Nuke Gun	X, X., X, X, A, B, X, Select

You can also try out dese pearls of wisdom:
Press Start and pause the game. Now press A eight times.
You'll find that if you pause the game again the screen will not go darker.

To get some extra loives, pause the game and keep repeating Left, Select, Right, Select as many times as you want!

Tips & Tactics

Dare now, are ye's happy little urchins or are ye not? Oi'm away to knit meself a fresh archangel suit after a few troubles with the last one. Oly wish they'd keep dat sheep under better control.

Nintendo® Game Gurus

Where do they get 'em from? The Gurus have been picking through their pickings for a few choice questions and answers to delight you with again. Such lovely boys! Get on the horn now if you need some relief.

Dear Gurus,
1. How do you go Goro in Mortal Kombat 1?
2. How do I do Scorpion's Fatality?
Tom McCormick, Euroa, Vic

1. You cannot play as Goro in Mortal Kombat 1.
2. Stand a few steps away, Hold R, Press Up, Up.

In Mortal Kombat 3, how do you do the symbol codes for fighting against Noob Saibot and Smoke?

NOOB:
Rayden, Goro, Skull 3, Question Mark, Yin/Yang

SMOKE:
Yin/Yang, Dragon, Lightning
Yin/Yang, Dragon, Lightning

In Secret of Evermore how do you get the Sting Formula?

Go through the Great Desert from Crustacia, work your way up the left side while walking left and right (zig-zag) and stop at each oasis until you see an old man at one of them. He should give it to you.

I am in Level 8 of Zelda – Link's Awakening and I just killed Blaino the boxer but I can't get to the chest in the next room. Where is the orb?

After defeating Blaino, go back to the start of the level and go Up 2 screens, then Right 2 and bomb the right wall. Hit the orb and return to the chest.

I've got to the end of the first world in Doom and I fall into this room that is chocas with monsters. What's the deal?

You're at the end of the game on the difficulty level that you've chosen. Try a harder difficulty level you quivering weakling!

In Secret of Evermore, how do I move the round robots blocking my path in the main district of Omnitopia?

In Main District (area A1) swap the dog and take the top right vent, then hover using your B button and destroy the Spherebots.

In Tetris 2 on SNES, how do I complete Puzzle Round 38?

Rotate the first block clockwise 3 times and place it straight down. When the first half of the second block comes to rest, immediately move the second half right one space and you're in business.

In Secret of Evermore, how do you get the Lance Formula?

Go to Ivory Tower town and talk to one of the women in the houses who mentions her husband Lance. Go upstairs, don't open the chests and then go back down to meet Lance.

In Zelda 3 where is the Gossip Shop?

In the dark world in the same place where the Smithy house was in the light world.

How many exits are there in Super Mario World?

96 exits in all.

1902 - 241 001

Call the Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help, and details of up and coming NMS issues and contents.
7 days a week, midday to 9 p.m.

I.T.M. call rate 75¢ per minute.
A higher rate applies to mobile and public phones.

Tips, tips, tips...

Tips & Tactics

SUPER NES

FIFA INTERNATIONAL SOCCER

Key in these codes on the options screen:

Crazy Ball - X, A, B, Y, Y, B, A, X
Super Kick - B, A, B, B, B, B, B, B, B, B
Invisible Walls - Y, Y, Y, X, A, A, A, B
Super Offence - R, R, R, R, R, L, R
Peter Bawden, Mill Park, Vic

SUPER BOMBERMAN 3

Gold player

Enter the password as 5656 and it will take you to the Battle Mode screen. Now, whoever wins the contest will turn gold in the next match.
Ant Corbett, Mooroolbark, Vic

SUPER DOUBLE DRAGON

Continues

Press Start on controller one and at the mode select screen press Select for Mode A. Play the 2-player game 'til there's one continue left for each player. Press Start together on both controllers and you'll get 7 continues.

DONKEY KONG COUNTRY 2

Level Blasts

Lockjaw's Locker - Go to the point where the water first rises, then find the gap in the boxes. This is marked by two Kremcoins and a bunch of bananas. Now go into the gap beside them and you'll be blasted to the end of the level.

Hot-Head Hop - Team up with your partner at the start and throw them straight up and to the left. Now go to the highest part of the slope and repeat the move, this time throwing your partner straight up.
John Walford, Edith Creek, Tas

THEME PARK

More Money

If you're running low on dollars put your ticket prices down to zero. Now when the bus arrives put your price up to 998 and all the people will pay it.
Luke Wood, Kwinana, WA

ZELDA 3

As soon as the title screen comes up, press Right, Up, Down, Up, B. You'll now be able to see all of the tasks in the game.

SUPER MARIO KART

When you're on the character select screen hold down Y and press A. Now all the characters will be shrunk for the next race.

ALADDIN

Level Skip

Pause the game at any point and press A, A, B, B, A, A, B, B, A, A.
This allows you to skip the level you are currently on.

THE JUNGLE BOOK

Level Select

Turn the game on and press Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up, Y. Now just go to the options screen for a level select.
Daniel Brown, Melbourne, Vic

Codes, codes, codes...

SPAWN

Passwords

Stage 3	4H253DGF
Stage 4	4CC138CF
Stage 5	OC4F458H
Stage 6	D31551FG
Stage 7	O9BF596F
Stage 8	D88D9B4H

Joseph Hanna, NSW

TRUE LIES

Hidden Door

At the start of Stage 1, clear the first floor and grab the security card. Go up the flight of stairs and directly to your left you'll find a cabinet. Go behind the cabinet and press down to go through the hidden door. You'll find a shotgun, fuel, lots of ammunition and plenty of bad guys to use it on!
Chris and Steve Monaghan, Perth, WA

CLAYFIGHTER 2

Hidden Characters

Jack: Hold Up and press X, A, R, R, Y, A
Thunder: Hold Up & Left and press Y, B, X, B, B, X, A
Spike: Hold R and press X, B, B, A, Y, Left, A
Jason Best, Melbourne, Vic

FINAL FIGHT

For difficulty levels and a sound test hold L and press Start at the title screen.
Jason Allen, Yamba, NSW

GAME BOY

KILLER INSTINCT

Be Eyedol [again!]

Go to the versus screen and press Select, Start, B, A while holding right. Fight on!

Paul, San Souci

BOMBER MAN

Level 8 Passwords

Level 8-1 5814
Level 8-2 8136
Level 8-3 0390
Level 8-4 3158

PIPE DREAM

Passwords

Level 9 GAIN
Level 13 REAP
Level 17 SEED
Level 25 TALL
Level 29 YALI

HYPER LODE RUNNER

Stage Select

When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 like this though.

TEENAGE MUTANT NINJA TURTLES 3

Last Level with max strength:

1HHHHH

Anthony Wang, Runcorn, Qld

THE FLASH

Passwords

Level 2 - 23 DELIVERY
Level 3 - DENIM BLUD
Level 4 - TRACK 29
Level 5 - 99 PICASSO
Level 6 - INGOT LANE
Level 7 - 7TH MARKET
Level 8 - TRACK 12
Level 9 - RUE IE DAY
Level 10 - TIN ALLEY
Level 11 - GORBY WAR
Level 12 - TRACK 66
Level 13 - FUN HOUSE

Tips & Tactics

Nun the Wiser

You've only got to ask! The blessed Nun will sift through your gaming quips and queries and we'll do our best to include answers or playguides to meet the greatest need. If you've got tips you'd like us to pass on, scribble yours to:

Tips & Tactics, NMS, PO Box 14225, Melbourne, MC Victoria, 8001
email: catalyst@popmail.dircon.co.uk

Dealer Directory

SPECIAL OFFER!

PARTICIPATING DEALERS:

MELBOURNE, VIC.
VIDEO GAMES HEAVEN
Broadmeadows (Phone: 9309 6300)
Frankston (Phone: 9783 9898)
Northland (Phone: 9471 1551)
Chadstone (Phone: 9564 7400)
Chirnside (Phone: 9727 2219)
Greensborough (Phone: 9432 0700)
Parkmore (Phone: 9769 1255)
Highpoint (Phone: 9317 3300)
Knox (Phone: 9887 1874)
Wodonga (Phone: 060 563 133)

DANDENONG, VIC.
CAPITAL GAMES
Shop 2, 54 McCrae St, Dandenong, Vic 3175. (Phone: 03 9794 0900).

SPRINGWOOD, QLD.
MR TOYS TOYWORLD
Level 2, Myer Centre, Brisbane, Qld. (Phone: 07 3221 2399).

PENSHURST, NSW.
THE GAMESMEN
491 Forest Rd, Penshurst, NSW 2222. (Phone: 02 580 9888).

GAWLER, SA.
GAME CITY
104 Murray St, Gawler, SA 5118. (Phone: 085 222 181).

BOX HILL, VIC.
GAMEXPRESS
908 Whitehorse Rd, Box Hill, Vic 3128. (Phone: 03 9898 1438).

READER OFFER!

Be fast & be first!

$10 Off!

Take this '$10 Off' coupon to a Participating Dealer between now and 21st December 1996, and the FIRST bearer of one of our coupons to present it in each shop will be given $10 discount from the dealer's selling price of any NES, Game Boy or SNES software title of your choice (SUBJECT TO AVAILABILITY).

Hurry, only the first coupon in each shop will receive this special discount and you must have filled in your details below!

NAME: _____ *AGE:* _____

ADDRESS _____

_____

TOWN/CITY _____ *STATE* _____

POSTCODE _____ *PHONE* _____

Participating Dealers:
Offer the FIRST bearer of this coupon $10 off your selling price of any NES, Game Boy or SNES title of their choice, subject to availability. Keep and return this coupon to NMS.

SWAP & SELL

ACT

DETAILS	WANTS	WILL SWAP/SELL
JACOB APPO 9 Stace Place, Gordon, Canberra, ACT 2906. Tel: 06 2943370	Super Mario Kart (SNES) NBA Live '96 (SNES) Killer Instinct (SNES)	Sim City (SNES) Super Mario World (SNES) Tetris & Dr Mario (SNES)
DANIEL & JASON GREEN 18 Perry Drive, Chapman, ACT 2611 Tel: 2885981	Metal Marines (SNES) Megalomania (SNES) ChronoTrigger (SNES) Final Fantasy 2 (SNES) Final Fantasy 3 (SNES) Secret of Mana 2 (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Toy Story (SNES)	Zelda III (SNES) Swap Illusion of Time (SNES) Swap MegaMan X (SNES) Swap Secret of Evermore (SNES) Swap F-Zero (SNES) Swap Plok (SNES) Swap Super Mario All Stars (SNES) Swap Mechwarrior 3050 (SNES) Swap
KYLE SINCLAIR 32 Stockdale St, Dickson, ACT 2602	Mortal Kombat 2 Doom (SNES) NBA Jam TE	Super Mario World (SNES) Metroid 3 Earthworm Jim
NICOLE MAOUDIS PO Box 149, Calwell, ACT 2905 Tel: 06 2924553	Will sell all items for $499 ono or sell separately	ASCii Advantage Joypad & Joystick (SNES Hardware) Donkey Kong Country 1 & 2 (SNES) Buster Busts Lose Tiny Toons (SNES) Super Scope Set (SNES Hardware) SNES Control Deck Metal Combat (SuperScope)

NEW SOUTH WALES

REECE STOJANOVIC 35 Marbuh Ave, Port Macquarie, NSW 2444. Tel: 065 825658	Toy Story (SNES)	Super Mario All Stars (SNES)
BEN CLIFTON Norwood, Tullamore, NSW 2874 Tel: 068 925069	Donkey Kong Country 2 (SNES) Killer Instinct (SNES) Mortal Kombat 3 (SNES)	
LUKE MCGRATH 17 Lewis St, Lapstone, NSW 2773 Tel: 047 390229	Secret of Mana (SNES) Secret of Mana 2 (SNES) Donkey Kong Country (SNES) Super Mario Kart (SNES)	Mortal Kombat 3 (SNES) $80/Swap Super Metroid (SNES) $45/Swap Super Street Fighter (SNES) $45/Swap
JESSE DORE 26 Slocum St, Wagga Wagga, NSW 2650 Tel: 069 212814	All games with manuals.	Sim City (SNES) $35 Super Mario All Stars (SNES) $50 Donkey Kong Country 2 (SNES) $70
ANDREW SLAPPENDEL South Side Caravan Park, 317 Pacific Hwy, Sth Kempsey, NSW 2440. Tel: 065 625275	Zelda III – A Link to the Past (SNES)	Donkey Kong Country (SNES) NES Console + 10 games + Zapper Gun + 1 controller $200 ono
TIM CAMPBELL 26 Bass St, Colyton, NSW 2760 Tel: 02 623 7782	Stunt Race FX (SNES) Starwing (SNES) Donkey Kong Country 2 (SNES) Super Mario Kart (SNES) Big Hurt Baseball (SNES) Killer Instinct (SNES) Killer Instinct 2 (SNES) Primal Rage (SNES) FIFA World Cup Soccer (SNES) Mortal Kombat 2 (SNES) Mortal Kombat 3 (SNES)	Antartic Adventure (NES) Tennis (NES) Pinball (NES) Metroid (NES) Rygar (NES) Ninja Turtles (NES) Super Mario Bros. 2 (NES) Kung Fu (NES) ExciteBike (NES) Mortal Kombat 2 (Game Boy) Street Rider (Game Boy) Duck Adventures (Game Boy) The Addams Family (SNES) NBA Jam (SNES) Barkley Shut Up & Jam (SNES) Vex (Game Boy) Trap and Turn (Game Boy) Bart vs the Space Mutants (NES)
OLI SETCHELL N84A Neutral Bay, Kurraba Rd, NSW 2089. Tel: 02 9953 9538	CutThroat Island (Game Boy) Bart Simpson Escape from Camp Deadly (GB)	Killer Instinct (Game Boy) Kirby's Dream Land (Game Boy)
STEVEN NIX 15 Lewis St, Silverdale, NSW 2752 Tel: 047 742063	Secret of Mana 2 (SNES) Secret of Evermore (SNES)	Stunt Race FX (SNES) Swap Super Mario All Stars (SNES) Swap
MICHAEL LIESTINS 7 Stacy St, Fairfield West, NSW 2165 Tel: 604 5120	Wrestlemania (SNES) WWF Royal Rumble (SNES) Kirby's Dream Land (Game Boy)	Donkey Kong Land (Game Boy) Super Mario All Stars (SNES) Super Mario Kart (SNES)
STEVEN TURNER 112 Wentworth Rd, Burwood, NSW 2134 Tel: 02 7451067	Stunt Race FX (SNES) Dirt Trax FX (SNES) Killer Instinct (Game Boy)	Super International Cricket (SNES) World League Basketball (SNES) Mortal Kombat 3 (Game Boy)
JOSHUA ROSS 148 Short St, Balmain, NSW 2041 Tel: 8181005	Donkey Kong Country (SNES) Tas Mania (Game Boy)	Road Runner (SNES) Unirally (SNES)
MOHAMMED YATIM 91 Derwent St, Glebe, NSW 2037 Tel: 02 5521605	Doom (SNES) Super Mario Kart (SNES) Unirally (SNES)	Nigel Mansell's World Champ (SNES) Jurassic Park II (SNES) Super Star Wars (SNES)

QUEENSLAND

KRISTOFER RUCHTER 26 Devon St, Rochdaile, South Brisbane, Queensland 4123. Tel: 07 3841 4761	Donkey Kong Land (Game Boy)	Super Mario Land (Game Boy)
GRANT SCHMIDT 5/14 Sinclaire St, East Brisbane, Qld 4169. Tel: 07 3217 3435	Sim City (SNES) Secret of Mana (SNES)	PilotWings (SNES) Alien 3 (SNES) Super Game Boy (SNES) $70
ALAN MARSDEN 32 Chiniala St, Mansfield, Brisbane, Qld 4122. Tel: 07 3349 7987		SNES Console (Hardware) $100 SNES + Killer Instinct $150 SNES + Street Fighter II Turbo $130 SNES + Biometal $130 SNES + All 3 games $220
THANH LE 133 Mt Gravatt-Capalaba Rd, Wishart, Brisbane, Qld 4122. Tel: 07 3343 1823	ChronoTrigger (SNES)	Flashback (SNES) $25 Starwing (SNES) $25 MegaMan X (SNES) $30 Super Punchout (SNES) $30 Super Street Fighter II (SNES) $40 Super Ghouls 'n' Ghosts (SNES) $30
BRETT SLADER 32 Conroy St, Kilcoy, Qld 4515 Tel: 074 972097	Dirt Trax FX (SNES) Earthworm Jim 2 (SNES) Super MultiTap (SNES Hardware) NBA Jam TE (SNES) Street Racer (SNES) Super Bomberman 2 (SNES)	Super Metroid (SNES) Wario Land (Game Boy) Wario Blast (Game Boy) Mortal Kombat 3 (SNES) Mortal Kombat 2 (SNES) Rock 'n' Roll Racing (SNES)
THOMAS DALLING 63 Lancaster St, Garbutt, Qld 4814 Tel: 756138	NBA Jam Tournmanet	Killer Instinct
LUKE ZACHE 21 Mirrabook St, Deception Bay, Qld 4508. Tel: 07 32033386	Wolfenstein 3D (SNES) Doom (SNES)	Madden Football '93 (SNES) Swap Super Mario Kart (SNES) Swap
ANDY CROCKETT 34 Blackbutt Rd, Bauple, Qld 4650 Tel: 071 292401	Final Fantasy (SNES) Final Fantasy II (SNES) Final Fantasy III (SNES) Quarterback Club '96 (SNES) Micro Machines 2 (SNES)	Donkey Kong Country (SNES) Earthworm Jim (SNES) Primal Rage (SNES) Yoshi's Island (SNES)
COLIN FENTON 4 Strong St, Toowoomba, Qld 4350 Tel: 076 350 306	Sim City (SNES) NBA Jam (SNES) Super International Cricket (SNES) Primal Rage (SNES) Bart's Nightmare (SNES) Donkey Kong Land (Game Boy)	Nigel Mansell's World Champ (SNES) Jordan vs Bird (Game Boy) Lemmings (Game Boy) Krusty's Super Fun House (Game Boy) Super Mario Land (Game Boy) Quarterback Club '96 (Game Boy)
DANIEL MAHONY 5 Bursaria St, Perigian Beach, Qld 4573 Tel: 481902	Mario & Wario (SNES)	Wario Blast (Game Boy) Plok (SNES)
DYLAN KOSICK Dimbulah Rd, c/- Mutchilba Post Office, Qld, 4872. Tel: 931200	Shadow Warriors II (NES) Alfred Chicken (NES) Super Mario Bros. 2 (NES)	TMNT II Arcade (NES)
MICHAEL BOWMAN Lot 2, Burgess Rd, Gympie, Qld 4570 Tel: 074 832780	Metroid (NES) Killer Instinct (SNES) Rock 'n' Roll Racing (SNES)	Super Mario Bros. 3 (NES) Super Mario Bros. (NES) Mortal Kombat (SNES)

Send to: **Swap & Sell, NMS, PO Box 14225, Melbourne, MC Victoria 8001.**

#45

Name Daniel Jones

Address 635A Underwood rd

Town/City Logan

State QLD Postcode 4123

Tel (07) 38411568

I WANT:

Game Pitfall: Console SNES

Game Alien vs. Predator: Console SNES

Game Prince of Persia 2: Console SNES

I'LL SWAP/SELL

Game _____ Console _____

Game _____ Console _____

Game _____ Console _____

Copy the coupon if you don't want to cut up this fine mag!

SOUTH AUSTRALIA

DETAILS	WANTS	WILL SWAP/SELL
DANIEL BEEK 19 Livingston St, Mt Gambier, SA 5290 Tel: 087 258725	Donkey Kong Country 2 (SNES) Killer Instinct (SNES) Killer Instinct 2 (SNES) Obelix (SNES)	Super Mario All Stars (SNES) Spiderman (SNES) Super Ghouls 'n' Ghosts (SNES)
DARREN MILL Box 399, Kadina, SA 5554 Tel: 08 88256242	Final Fantasy 3 (SNES)	Secret of Mana (SNES) $30
DANIEL JARMAN 9a Frome St, Port Augusta, SA 5700 Tel: 086 426839	Desert Strike (Game Boy) Jungle Strike (Game Boy) Nigel Mansell (Game Boy)	Zelda – Link's Awakening (GB) MegaMan Dr Wily's Revenge (GB) Tetris (Game Boy)
BEN NEAYLON 7 Jeff St, Para Vista, SA 5093 Tel: 08 8264 5387	Radar Mission (Game Boy) Super RC Pro Am (Game Boy)	Super Mario Land (Game Boy) The Chessmaster (Game Boy)
CHRIS NEWSON 26 Miller St, Whyalla, SA 5608 Tel: 086 457 012	Doom (SNES)	

TASMANIA

DANIEL BLAND PO Box 217, Somerset, Tas 7322 Tel: 36 3232	Killer Instinct Super Return of the Jedi (SN pro pad) Donkey Kong Country 2	Cannon Fodder NFL 95 Crash Dummies
JOHN WALFORD PO Box 1255, Edith Creek, Tas 7330 Tel: 004 564199	Obelix (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES)	Super Mario World (SNES) Swap Super Mario All Stars (SNES) Swap Bubsy the Bobcat (SNES) Swap
ADAM STOKMAN 32 Bridge St, Richmond, Tas 7025 Tel: 002 602188	Donkey Kong Country 2 (SNES) Earthworm Jim (SNES) Earthworm Jim 2 (SNES)	SuperScope Gun + 6 games (SNES)
MICHAEL VIVARELLI 556 Churchill Ave, Sandy Bay, Tas 7005 Tel: 002 252332	Donkey Kong Country 2 (SNES)	Donkey Kong Country (SNES) Swap
WILL HOWARD 23 Lord St, Sandy Bay, Tas 7005 Tel: 002 241128	Worms (SNES) Yoshi's Island (SNES) Clayfighter (SNES) Donkey Kong Country 2 (SNES)	Parodius (SNES) NBA Jam (SNES) Castelvania IV (SNES) Super Swiv (SNES) Chase HQ (SNES) Street Fighter 2 (Game Boy) Killer Instinct (Game Boy)
LEIGH HARPER 6 Albert St, Branxholm, Tas 7261 Tel: 003 546219	Boxing Legends of the Ring (SNES) Mortal Kombat (SNES) Mortal Kombat 2 (SNES) Mortal Kombat 3 (SNES) Super International Cricket (SNES)	Super Soccer (SNES) True Lies (SNES) Nigel Mansell's World Champ. (SNES)
STEVEN WALLACE 278 Nierinna Rd, Margate, Tas 7054 Tel: 03 62672574	Young Merlin (SNES) Illusion of Time (SNES) ChronoTrigger (SNES) Final Fantasy 3 (SNES) Secret of Mana (SNES) Secret of Mana 2 (SNES) Secret of Stars (SNES)	Killer Instinct (SNES) Swap Alien 3 (SNES) Swap The Lost Vikings (SNES) Swap Jurassic Park (SNES) Swap Zombies (SNES) Swap Flashback (SNES) Swap

VICTORIA

DANIEL CHRYSTAL 2 Bowles St, Kangaroo Flat, Vic 3555 Tel: 054 479708	Donkey Kong Country (SNES) Super Mario Kart (SNES) Yoshi's Island (SNES) Sim City (SNES)	Super Mario All Stars (SNES) Super Mario Bros. 3 (NES) Donkey Kong Country 2 (SNES)
SHAUN MARKHAM 6 Ridley Close, Carrum Downs, Frankston, Vic 3201. Tel: 9786 7376	Killer Instinct (SNES) Secret of Mana (SNES) Secret of Evermore (SNES)	Super Scope (SNES Hardware) Battleclash (SNES) Scope Six (SNES)
JULIAN DOUGLAS RMB 7552, Wharparilla Rd, Echuca, Vic 3564. Tel: 054 832332	Earthworm Jim 2 (SNES) Looney Tunes Basketball (SNES) Mortal Kombat 2 (SNES) Killer Instinct (SNES) Zelda 3 (SNES)	Super Ghouls 'n' Ghosts (SNES) NBA Jam TE (SNES) Super Mario Kart (SNES) Mortal Kombat (SNES) Super Mario All Stars (SNES) Mystic Quest (SNES)
DAVID CHUNG 32 Overend St, East Brunswick, Vic 3057 Tel: 03 9387 4748	Super Mario Kart NHL '96 Super Mario World	Starwing The Pagemaster Brutal Paws of Fury
PETER GOFF 11 Wannon Court, Melton South, Vic 3338. Tel: 03 9747 9993	Unirally (SNES) Secret of Evermore (SNES)	Battletoads in Battlemaniacs (SNES) PilotWings (SNES) Super Mario All Stars (SNES)
GEOFFREY MEAD 10 Jubilee St, Mt. Waverley, Melbourne, Vic 3149. Tel: 98084531	Aussie Rules Football (NES) Mortak Kombat 3 (GB) + instructions Micro Machines (Game Boy)	Snakes Revenge (NES) Swap Super Mario Bros. (NES) Swap Double Dragon (NES) Swap
DEVYN BARLEY 47 Stewart St, Boronia, Vic 3155 Tel: 97620774	ChronoTrigger (SNES)	Zelda 3 (SNES) Super Mario All Stars (SNES) Aliens 3 (SNES)
BRETT SEDGMAN Pages Lane, Toongabbie, Vic 3856 Tel: 051 924291	True Lies (SNES)	Super Mario All Stars (SNES)
DANIEL KADANE 55 Colorado Cres, Rowville, Vic 3178 Tel: 9764 1060	Super Street Fighter (SNES)	Super Mario World (SNES) Tetris (Game Boy) Super Mario Land 2 (Game Boy)
MARK NGUYEN 71 Southampton St, West Footscray, Melbourne, Vic 3012. Tel: 03 93961568	Aladdin (SNES) Street Racer (SNES) Earthworm Jim (SNES)	Mortal Kombat 3 (SNES) Swap Earthworm Jim (SNES) Swap Aladdin (Game Boy) Swap
PETER LAW 1 Glenthorne Drive, Keysborough, Vic 3173. Tel: 9798 2713	NBA Jam TE (SNES) Killer Instinct (SNES) Doom (SNES)	Donkey Kong Country (SNES) Swap Yoshi's Island (SNES) Swap Mortal Kombat 3 (SNES) Swap
MARIO LAWRY 7 Cobby St, Laverton, Vic 3028 Tel: 9369 1831	Doom (SNES) Secret of Evermore (SNES)	Mortal Kombat (SNES) Mortal Kombat 2 (SNES) Mortal Kombat 3 (SNES) Super Mario World (SNES) Yoshi's Island (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES)
MATTHEW MARTIN 54 Wattle Grove, Mulgrave, Melbourne, Vic 3170. Tel: 03 9546 6205	Doom (SNES) Yoshi's Island (SNES) MegaMan X (SNES)	Flintstones (SNES) Goof Troop (SNES) Theme Park (SNES)
CHRIS HARRIGAN 41 Frater St, East Kew, Melbourne, Vic 3102. Tel: 9859 4020	Mortal Kombat 2 (SNES) Earthworm Jim (SNES) Theme Park (SNES)	Super Mario All Stars (SNES) Swap Super Mario World (SNES) Swap Super Mario Kart (SNES) Swap
LEIGH TIERNEY 9 Hoyle Crt, Cranbourne, Vic 3977 Tel: 059 964 639	NBA Jam TE (SNES) Mortal Kombat 3 (Game Boy) Theme Park (SNES)	Super Mario Land (Game Boy) Swap Killer Instinct (Game Boy) Swap
AMY MANN 18 Rouen St, Hampton, Vic 3188 Tel: 03 9598 2687	Kick Off (SNES) AFL Football (NES) Kirby's Ghost Trap (SNES)	To The Earth (NES Zapper Gun) Soccer Mania (Game Boy)
TOM MANN 18 Rouen St, Hampton, Vic 3188 Tel: 03 9598 2687	Super Mario Kart (SNES) Theme Park (SNES) Doom (SNES)	Duck Tales (NES) Mach Rider (NES) Dr Mario (Game Boy)
MONTY KUBASEK 80 Middle Rd, Pearcedale, Vic 3912 Tel: 059 786 226	MegaMan 2 (NES) Pinbot (NES) Probotector (NES)	To The Earth (NES Zapper Gun) Swap Smash TV (NES) Swap Gradius (NES) Swap
KARL STANLEY 38 Alexander St, Montmorency, Melbourne, Vic 3094. Tel: 03 9432 0847	Castlevania IV (SNES) Turtle in Time (SNES) Contra Spirits (SNES)	

WESTERN AUSTRALIA

BRAD PHILLIPS 76 Alderbury St, Floreat, Perth, WA 6014. Tel: 09 387 2518	Asterix (SNES) Obelix (SNES)	Yoshi's Island (SNES) Super Mario All Stars (SNES)
BRENT TYRRELL PO Box 699, Esperance, WA 6450 Tel: 090 711392	Will sell all of these for $450	SNES Console/2 Controllers (1 Turbo Pad) + Super Mario All Stars, Mortal Kombat 3, Stunt Race FX, Super James Pond
PHIL GIBBS 8c Mawson Place, Bunbury, WA 6230 Tel: 097 957805	Might & Magic II (SNES) Final Fantasy II (SNES) Final Fantasy III (SNES) ChronoTrigger (SNES)	F-Zero (SNES) Stunt Race FX (SNES) Nigel Mansell's World Champ (SNES)
GREG DYER 15 Verbena Rd, Willetton, WA 6155 Tel: 09 457 6139 (Perth residents only)	Secret of Mana II (SNES) Super Street Fighter II (SNES) Secret of Evermore (SNES) Zelda II – A Link to the Past (SNES) Secret of Mana (SNES) ChronoTrigger (SNES)	Killer Instinct (SNES) $60/Swap Metroid 3 (SNES) $40/Swap MegaMan X (SNES) $40/Swap Mortal Kombat 3 (SNES) $70/Swap
STEVEN FORD 2 Walnut Grove, Esperance, WA 6450 Tel: 014 461 333	Micro Machines 2 (SNES)	Game Boy Gallery (5 games in 1) (Game Boy)
STEPHEN MEEKS 123 Rochdale Rd, Mt Claremont, WA 6010. Tel: 09 3842557	Doom (SNES) MegaMan X (SNES) Mortal Kombat 3 (SNES)	Super Ghouls 'n' Ghosts (SNES) Swap
JOHN WELSBY 5 Talbot Rd, Woodlands, WA 6018 Tel: 09 244 7567	Earthworm Jim 2 (SNES)	Donkey Kong Country 2 (SNES)
MICHAEL HAVILAND 22 Clinton Ave, St James, WA 6102 Tel: 472 1222	Killer Instinct (Game Boy) Donkey Kong Land (Game Boy) Primal Rage (Game Boy)	Ninja Turtles (NES) Kung Fu (NES) Arch Rivals (NES)
MATT MICHON 36 Jones St, Collie, WA 6225 Tel: 097 341349	Game Boy Battery Backup (good cond.) Any good car game (Game Boy) Swappers preferably in WA	Nigel Mansell's World Champ (GB)
JONATHAN KHOO 24 Smitherson St, Noranda, Perth WA 6062. Tel: 276 5434	WWF Raw (SNES) WWF Wrestlemania Arcade (SNES) MegaMan X2 (SNES)	Sim City (SNES) Super Street Fighter II (SNES) Super International Cricket (SNES)
BEN WILL 135 Second Ave, Mt Lawley, WA 6050 Tel: 272 8504	Mortal Kombat 2 (SNES) NBA Jam (SNES) Super Street Fighter II (SNES)	Bubsy the Bobcat (SNES) Nigel Mansell's World Champ (SNES) Super Scope Gun + games (SNES)
JASON O'KEEFE 19 Melville St, Albany, WA 6330 Tel: 421745	Super Mario Kart (SNES) Stunt Race FX (SNES)	Killer Instinct (SNES)
OLIVER VINCENT 14/95 Forrest St, East Fremantle, WA 6158. Tel: 336 4423	Action Replay (SNES Hardware) Secret of Mana 2 (SNES) Unirally (SNES)	Mario Paint (SNES) Swap
ANDREW MAIN Lot 6, Rocky Crossing Rd, Albany, WA 6330. Tel: 098 414813	Super Bomberman (SNES) Super Bomberman 3 (SNES)	

NEW ZEALAND

SHIMON HIRANO 3-152 Makukau Rd, Epsen, Auckland, New Zealand. Tel: 522 1578	Star Wars Return of the Jedi (Game Boy) Donkey Kong Land (Game Boy) Earthworm Jim (Game Boy)	Metroid II (Game Boy) Kirby's Dream Land (Game Boy) X (Game Boy)

OK, OK, Stop moaning! This month we've done what loads of you have requested and split the entries into States. So now you can quickly find the swappers or sellers in your area. If you want a game or you want rid of one then fill in the form opposite (neatly please!) and post it to us at the address shown. We'll publish all the address and phone number details in the mag that you send us so make sure you've got permission to send them in. If you don't want us to print your whole address just give us a town or city and a phone number. Make sure you check before you go ringing all round the country too!

BACK ISSUES

ISSUE 35: February
SNES: Donald Duck in Maui Mallard, DKC2, Phantom 2040, MK3, Secret of Evermore, Zoop, Lion King, Aaahh!!! Real Monsters, FIFA '96, Pinocchio, Spawn, CutThroat Island. **GAME BOY:** Killer Instinct, Waterworld. **N64:** Super Mario 64.

ISSUE 36: March
SNES: Spawn, DKC2, Primal Rage, Micro Machines 2, True Lies, Earthworm Jim 2, MegaMan 7, WWF, Hungry Dinosaurs, Frank Thomas Big Hurt Baseball, Foreman For Real. **GAME BOY:** Mickey Mouse V, Micro Machines 2.

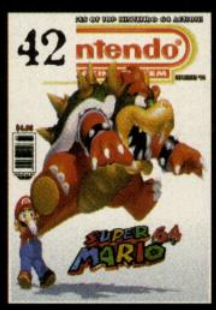
ISSUE 37: April
SNES: CutThroat Island, Separation Anxiety, EWJ2, Revolution X, MegaMan X2, Ken Griffey Jr Baseball, Hebereke's Popoitto, NFL '96. **GAME BOY:** MegaMan 4, CutThroat Island, MK3, Micro Machines 2, Big Hurt Baseball. **N64:** Blast Dozer, Goldeneye.

SOLD OUT

SOLD OUT

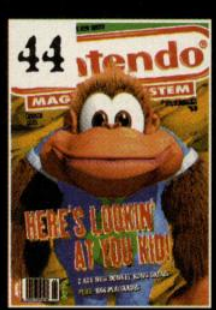
ISSUE 40: July
SPORTS SPECIAL
SNES: Ken Griffey Jr, Foreman For Real, NHL '96, Olympic Games, 90 Minutes Soccer, PGA '96, Super International Cricket. **GAME BOY:** Olympic Games, PGA '96, NHL '96. **N64:** Wayne Gretzky's 3D Hockey, Turok, Wave Race 64.

ISSUE 41: August
SNES: Wild Guns, NinjaWarriors, Prehistorik Man, Breath of Fire 2, War 2410, Mohawk & Headphone Jack, Yoshi's Island, Killer Instinct, Doom. **N64:** Killer Instinct 64, Cruis'n USA, Doom 64, Mission: Impossible.



ISSUE 42: September
SNES: Tetris Attack, Wild Guns. **GAME BOY:** Donkey Kong Land, Toy Story. **N64:** Super Mario 64, Shogi, PilotWings 64, Starfox 64, Super Mario Kart R, Body Harvest.

ISSUE 43: October
RPG SPECIAL
SNES: Super Mario RPG, Pinocchio, Secret of Evermore.
GAME BOY: Dragonheart, Pinocchio, Zelda - A Link To The Past.



ISSUE 44: November
SNES: Donkey Kong Country 3, Kirby's Fun Pak, Power Piggs of the Dark Age, Wario's Woods, Mortal Kombat 3.
GAME BOY: Donkey Kong Land 2.
N64: Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64.

YOU KNOW WHAT IT'S LIKE...

You've rushed down to the newsagent to discover that they've just sold the last copy of this month's NMS. And you desperately need the last part of that Doom guide too!

WORRY NO MORE!

Back issues of recent copies of NMS are now available for $6.50 (AUS $8 in NZ) including postage. So, take a look at the listings here and choose the mags you want then fill in the form below.

Stick the form in an envelope together with a cheque/money order payable to 'NMS' and send the lot to the address below. So what are you waiting for?!

Please rush me the following issue(s): (please tick). ☐ 35 ☐ 36 ☐ 37 ☐ 40 ☐ 41 ☐ 42 ☐ 43 ☐ 44

I enclose a cheque/money order for $_____

Name: _____ Age: _____

Address: _____

_____ Town/City: _____

State: _____ Postcode: _____

Phone: _____

Please post your completed form with a cheque/money order payable to 'NMS' to:
NMS BACK ISSUES, 3 Dowman St, Newport, Melbourne, Victoria, 3015. #45

ONE ISSUE FREE!

SUBSCRIBE! OR ELSE!

FREE NMS T-SHIRTS!

If you get yourself a subscription to NMS this month you could be one of the lucky recipients of an exclusive NMS T-Shirt. The first 25 1-year subscriptions received this month will get a shirt like the one here. So – do you want the satisfaction of getting NMS for the next 12 months way before the other mugs join the queue at the shop? Do you also want the chance of getting an ace new T-Shirt for absolutely nothing? Then fill in this form straight away and you'll get the next 12 issues delivered to your door for $54.45 (Aus. $60 in New Zealand & Indonesia). That's 12 issues for the price of 11! Just decide whether you want a 1 year or a 6 month subscription then tick the appropriate box on the form below and fill in all your details.

EITHER: Send your Cheque/Money Order (together with the completed form!) to:

NMS Subscriptions
NDD, PO Box 199,
Alexandria, NSW 2015.

OR: Phone this number and pay for your sub by Credit Card.

(02) 353 0751

Please allow 4 weeks for delivery, because our poor old Subs department always has a hangover!

T-SHIRT offer extended for extra month
(Only available with 1 year subscriptions)

1 year: ☐ $54.45 ($60 in NZ)

☐ 6 months: $27.50
Sorry, but the 6 month subscription isn't available in NZ.

Nintendo MAGAZINE SYSTEM

NAME _____ AGE _____

ADDRESS _____

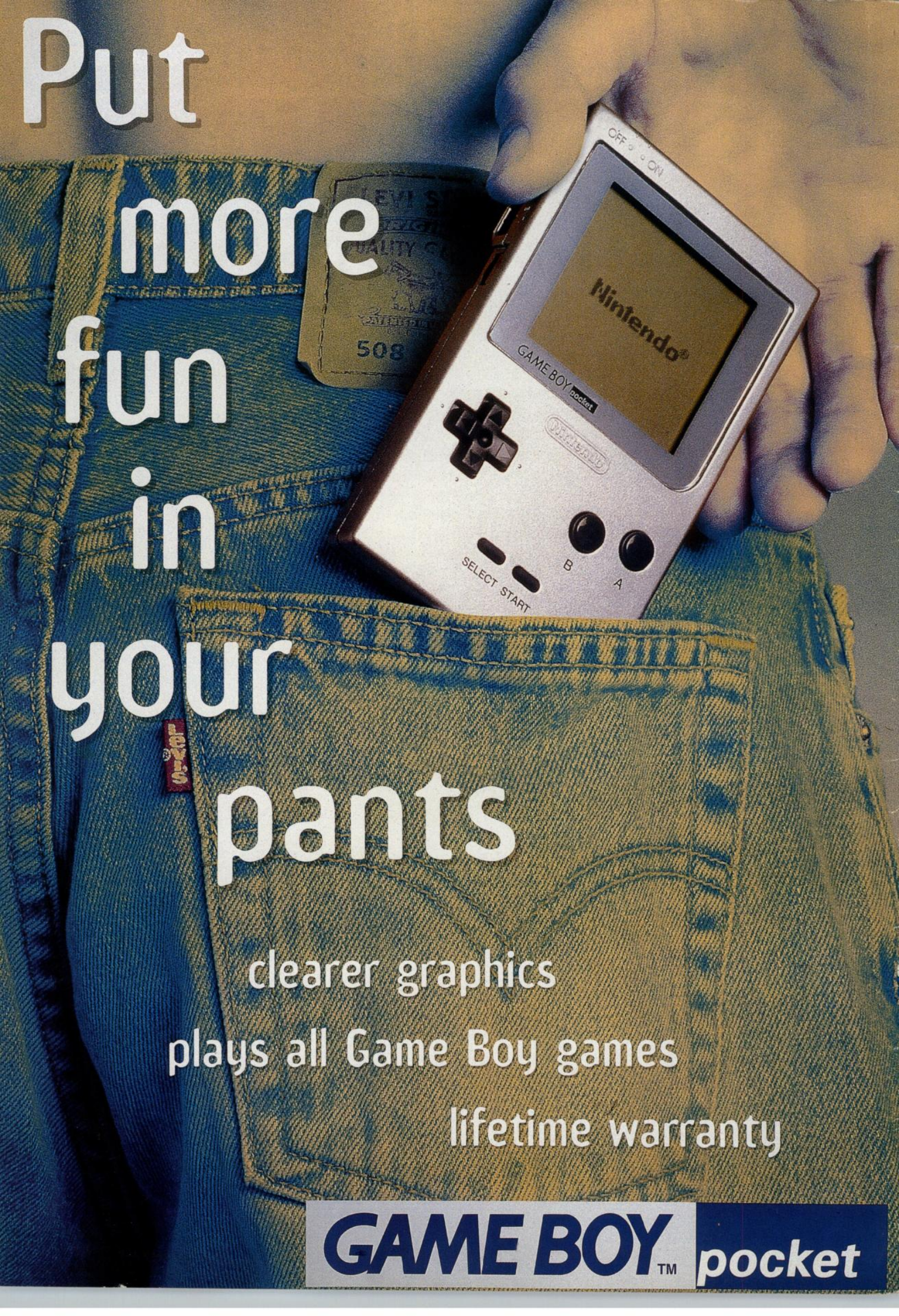
_____ TOWN/CITY _____

STATE _____ POST CODE _____

I enclose a cheque/money order for $ _____

ISSUE 45

Copy this form if you don't want to cut up your mag!


Put
more
fun
in
your
pants
clearer graphics
plays all Game Boy games
lifetime warranty
GAME BOY™ pocket
Nintendo
GAME BOY pocket
SELECT START
B
A
OFF
ON